

ABSTRAK

RAISYA HIZKIYA SYABINA. 2026. **Pengembangan Media Pembelajaran *Flipbook* Berbantuan *Heyzine* untuk Meningkatkan Kemampuan Pemecahan Masalah Matematis dan Minat Belajar**. Program Studi Pendidikan Matematika, Program Pascasarjana, Universitas Siliwangi.

Rendahnya kemampuan pemecahan masalah matematis serta minat belajar peserta didik terhadap matematika menjadi latar belakang dari penelitian ini. Penelitian ini dilakukan untuk mengembangkan media *flipbook* serta menganalisis peningkatan kemampuan pemecahan masalah matematis dan minat belajar peserta didik setelah menggunakan media tersebut. Penelitian ini menggunakan metode *Research and Development (R&D)* dengan mengacu pada model *Multimedia Development Life Cycle (MDLC)* yang terdiri atas tahapan *concept*, *design*, *material collecting*, *assembly*, *testing*, dan *distribution*. Penelitian ini melibatkan 44 peserta didik kelas IX di SMPN 5 Tasikmalaya yang dikelompokkan ke dalam kelas eksperimen dan kelas kontrol dengan desain *non-equivalent group*. Instrumen yang digunakan meliputi angket validasi para ahli, soal tes berbentuk uraian, dan angket minat belajar. Pada tahap *concept* dihasilkan dasar pengembangan berupa analisis kebutuhan pembelajaran dan karakteristik peserta didik. Tahap *design* menghasilkan rancangan media berupa *flowchart* dan *storyboard* yang memuat alur pembelajaran serta interaksi pengguna dalam media. Tahap *material collecting* menghasilkan seluruh bahan pendukung *flipbook*. Tahap *assembly* menghasilkan produk media *flipbook* secara utuh. Tahap *testing* menunjukkan kelayakan media dan hasil dari penggunaan media dalam pembelajaran. Terakhir, tahap *distribution* menghasilkan publikasi artikel. Hasil pengujian hipotesis terhadap skor *N-Gain* menunjukkan bahwa kualitas peningkatan kemampuan pemecahan masalah matematis pada kelas eksperimen lebih tinggi dari kelas kontrol. Di samping itu, minat belajar peserta didik turut mengalami peningkatan secara signifikan setelah menggunakan media *flipbook*. Nilai *effect size* yang diperoleh mengindikasikan bahwa pembelajaran dengan menggunakan media *flipbook* mampu memberikan kontribusi yang cukup berarti terhadap peningkatan kemampuan pemecahan masalah matematis dan minat belajar. Berdasarkan temuan tersebut, media *flipbook* yang telah dikembangkan dinyatakan layak dan efektif digunakan sebagai alternatif untuk meningkatkan kemampuan pemecahan masalah matematis dan minat belajar peserta didik.

Kata Kunci: Media Pembelajaran, Kemampuan Pemecahan Masalah, Minat Belajar

ABSTRACT

RAISYA HIZKIYA SYABINA. 2026. *The Development of Heyzine-Assisted Flipbook Learning Media for Improving Students' Mathematical Problem-Solving Skills and Learning Interest*. Mathematics Education Study Program, Postgraduate Program, Siliwangi University.

The low level of students' mathematical problem-solving abilities and their interest in learning mathematics served as the background of this study. This study aimed to develop a flipbook-based learning media and to analyze the improvement of students' mathematical problem-solving abilities and learning interest after using the media. This research employed a Research and Development (R&D) method by adopting the Multimedia Development Life Cycle (MDLC) model, which consists of the stages of concept, design, material collecting, assembly, testing, and distribution. The study involved 44 ninth-grade students at SMPN 5 Tasikmalaya, who were divided into an experimental class and a control class using a non-equivalent group design. The instruments used included expert validation questionnaires, essay tests, and a learning interest questionnaire. At the concept stage, the development foundation was established through the analysis of learning needs and students' characteristics. The design stage resulted in a media design in the form of flowcharts and storyboards that describe the learning flow and user interaction. The material collecting stage resulted in the compilation of all supporting materials for the flipbook. The assembly stage resulted in a complete flipbook learning media through the integration of all developed components. The testing stage resulted in the determination that the media was feasible for use and showed positive outcomes in its implementation in learning. Finally, the distribution stage resulted in the publication of an article. The results of hypothesis testing on the N-gain scores indicated that the improvement in mathematical problem-solving ability in the experimental class was higher than that in the control class. In addition, students' learning interest significantly improved after using the flipbook media. The obtained effect size indicated that the use of flipbook media had a moderate effect on improving students' mathematical problem-solving ability and learning interest. Based on these findings, the developed flipbook media is considered feasible and effective as an alternative learning medium to enhance students' mathematical problem-solving ability and learning interest.

Keywords: *Learning Media, Problem Solving Ability, Learning Interest*