ABSTRAK
PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS *WEBSITE* BERBANTUAN iSPRING SUITE 9 PADA MATERI BAKTERI KELAS X

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Pemanfaatan teknologi bidang pendidikan semakin pesat di tengah pandemi COVID-19. Teknologi berperan terhadap perkembangan media pembelajaran yang menjadi salah satu komponen penting dalam proses pembelajaran. Media pembelajaran kreatif, inovatif, dan menarik dibutuhkan oleh 7 SMA Kota Yogyakarta dan Kabupaten Sleman untuk meningkatkan motivasi peserta didik. Motivasi peserta didik mendapat perhatian penting dalam pembelajaran, tak terkecuali dalam *blended learning*. Berdasarkan analisis kebutuhan, dibutuhkan media pembelajaran khususnya pada materi bakteri. Menurut guru, materi ini abstrak sehingga membutuhkan pemahaman yang tinggi dan konsep dasar yang kuat. Penelitian bertujuan untuk mengembangkan media pembelajaran berbasis *website* berbantuan iSpring Suite 9 pada materi bakteri kelas X dan mengetahui tingkat validitas media pembelajaran yang dikembangkan.

Metode penelitian yang dilakukan adalah *research and development* (R&D) model ADDIE. Peneliti melaksanakan 3 tahap yaitu yaitu *analysis, design,* dan *development*. Jenis data yang diperoleh yaitu kuantitatif dan kualitatif. Data survey kebutuhan dianalisis deskriptif kualitatif dan data validasi dianalisis kuantitatif untuk mengetahui persentase validitas media pembelajaran.

Media pembelajaran yang dihasilkan memuat materi, LKPD, video pembelajaran, dan evaluasi untuk 4 pertemuan. Media dapat diakses pada https://theresiaaprodita.itch.io/bakteri. Hasil uji validitas materi 91% dan validitas media 92,73%. Tingkat validitas materi dan media termasuk sangat valid. Berdasarkan hasil validasi, media pembelajaran berbasis *website* berbantuan iSpring Suite 9 pada materi bakteri kelas X dapat digunakan uji coba terbatas sesuai dengan saran validator.

Kata Kunci: media pembelajaran *blended learning, website*, bakteri, *Research and Development*

ABSTRACT
DEVELOPMENT OF WEBSITE BASED LEARNING MEDIA AIDED BY iSPRING SUITE 9 FOR BACTERIA MATERIAL IN Xth GRADE

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Utilization of technology in education is growing rapidly in the midst of the COVID-19 pandemic. Technology plays a role in the development of learning media which is one of the important components in the learning process. Creative, innovative, and interesting learning media are needed by 7 SMA Kota Yogyakarta and Kabupaten Sleman to increase students' motivation. Student motivation gets important attention in learning, not least in blended learning. Based on the needs analysis, learning media is needed, especially on bacteria material. According to the teacher, this material is abstract so it requires a high understanding and strong basic concepts. The research aims to develop a website-based learning media assisted by iSpring Suite 9 on class X bacteria and determine the level of validity of the developed learning media.

The research method used is research and development (R&D) ADDIE model. Researchers carried out 3 stages, namely analysis, design, and development. The types of data obtained are quantitative and qualitative. The needs survey data were analyzed descriptively qualitatively and the validation data was analyzed quantitatively to determine the percentage of the validity of the learning media.

Learning media consist of materials, LKPD, learning videos, and evaluations for 4 meetings. Media can be accessed at https://theresiaaprodita.itch.io/bakteri. The results of the material validity test were 91% and the media validity was 92.73%. The level of validity of the material and media is very valid. Based on the validation results, website-based learning media assisted by iSpring Suite 9 on class X bacteria can be used for limited trials according to the validator's suggestions.

***Key Words**: blended learning, learning media, website, bacteria, Research and Development*