

# **Aggregation of Interactive Physics Learning Media Based on H5P and Website To Improve Motivation and Learning Achievement of High School Students In the Independent Curriculum**

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## **ABSTRACT**

This research aims to: 1) determine the feasibility of H5P-based interactive physics learning media and websites developed for high school students, and 2) determine the learning motivation and physics learning outcomes of high school students after using the developed physics learning media.

This research uses a development research design with stages: preliminary research (preliminary study), development or prototyping phase (development or making a prototype), and assessment phase (assessment). The research subjects involved high school students who had taken physics lessons using the Merdeka Curriculum. The research instrument uses validation sheets, questions to test progress on learning outcomes and questionnaires to determine students' learning motivation. Analysis of the practicality of the model was carried out quantitatively and qualitatively. Qualitative analysis through the process of data reduction, data presentation, and verification (conclusion). Quantitative analysis is carried out descriptively quantitatively through classification of assessment data into very practical, practical, less practical and impractical categories.

The results of the research show that 1) H5P-based interactive physics learning media and websites have been produced that are suitable for use in physics learning for high school students, and 2) the learning motivation and physics learning outcomes of high school students have increased after using the developed product.

*Kata Kunci: learning media, H5P, motivation, physics*