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Implementasi Teknologi Pembelajaran Interaktif dalam Meningkatkan Keterampilan Berfikir Kritis Siswa

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This research aims to examine the implementation of interactive learning technology in an effort to improve students' critical thinking skills. The research method used was classroom action research (Classroom Action Research) which was carried out in four cycles, with each cycle consisting of planning, implementation, observation and reflection stages. The interactive learning technology used includes simulation software, interactive learning videos, and online discussion platforms. Data collection instruments include critical thinking skills tests, classroom observations, and interviews with students and teachers. The research results show that there is a significant increase in students' critical thinking skills after implementing interactive learning technology. This increase was demonstrated through the results of the critical thinking skills test which showed an average increase in scores of 20% from the first cycle to the fourth cycle. Class observations also show that students become more active in the learning process, ask critical questions more often, and are more involved in group discussions. Interviews with students revealed that interactive learning technology makes learning more interesting and motivates them to think more deeply. In conclusion, the implementation of interactive learning technology has proven to be effective in improving students' critical thinking skills. This research recommends wider use of interactive technology in the learning process to optimize students' critical thinking potential.

ABSTRACT

Keywords: Achievement of Basic Competencies, Larning Figh, Basic Competencies Knowledge and Skills

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PENDAHULUAN

Dalam era globalisasi dan perkembangan teknologi yang pesat, dunia pendidikan mengalami transformasi signifikan. Teknologi telah menjadi bagian integral dari kehidupan sehari-hari dan menawarkan berbagai potensi untuk meningkatkan proses pembelajaran. Salah satu pendekatan yang semakin populer dalam pendidikan adalah penggunaan teknologi pembelajaran interaktif (TPI). TPI mencakup berbagai alat dan platform seperti simulasi digital, video interaktif, dan

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