

### *Abstract*

This study aims to produce mathematics learning media using Adobe Animate cc software on number pattern material in the context of Malay Islam with valid and practical categories and to determine the potential effect of using mathematics learning media on students' mathematical reasoning abilities. This research is a design research, which is a type of development study with a procedure consisting of a pre-leminary stage and a prototyping stage with the Tessmer flow, namely formative evaluation (self-evaluation, expert review, one-to-one, small group, and field test stages). The material in the learning media is arranged based on the students' mathematical reasoning abilities which are presented in the context of Malay Islam. Data collection techniques used in this study were documentation, walk-throughs, questionnaires, interviews and student answers. The subjects of this study were eighth grade students of SMP Negeri 10 Pangkalpinang. The results showed that the developed mathematics learning media was valid based on the results of expert validation on the walk-through sheet and practical based on student questionnaires and learning media had a potential effect on students' mathematical reasoning abilities based on the results of the analysis of students' answers.

**Keywords:** Learning Media, Number Patterns, Malay Islam

## Abstrak

Penelitian ini bertujuan untuk menghasilkan media pembelajaran matematika menggunakan *software adobe animate cc* pada materi pola bilangan dalam konteks islam melayu dengan kategori valid dan praktis serta mengetahui efek potensial penggunaan media pembelajaran matematika terhadap kemampuan penalaran matematis peserta didik. Penelitian ini merupakan penelitian *design research* yaitu tipe *development study* dengan prosedur yang terdiri dari tahap *preliminary* dan tahap *prototyping* dengan alur Tessmer yaitu *formative evaluation* (tahap *self evaluation*, *expert review*, *one-to-one*, *small group*, dan *field test*). Materi dalam media pembelajaran disusun berdasarkan kemampuan penalaran matematis peserta didik yang disajikan dengan konteks islam melayu. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah dokumentasi, *walkthrough*, angket, wawancara dan hasil jawaban peserta didik. Subjek dari penelitian ini adalah siswa kelas VIII SMP Negeri 10 Pangkalpinang. Hasil penelitian menunjukkan bahwa media pembelajaran matematika yang dikembangkan valid berdasarkan hasil validasi ahli pada lembar *walkthrough* dan praktis berdasarkan angket peserta didik serta media pembelajaran mempunyai efek potensial terhadap kemampuan penalaran matematis peserta didik berdasarkan hasil analisis jawaban peserta didik.

**Kata Kunci:** Media Pembelajaran, Pola Bilangan, Islam Melayu