ABSTRAK


Penelitian ini bertujuan untuk : (1) Memperoleh media pembelajaran berbasis e-modul DDKBPT yang tepat untuk pembelajaran Kompetensi Dasar 3.1 yaitu “Menerapkan Keselamatan dan Kesehatan Kerja serta Lingkungan Hidup (K3LH) Pada Pekerjaan Bangunan” yang berfungsi untuk mendukung pembelajaran secara daring serta sesuai dengan kurikulum 2013 revisi. (2) Mengetahui kelayakan media pembelajaran berbasis e-modul DDKBPT untuk pembelajaran Kompetensi Dasar 3.1 yaitu “Menerapkan Keselamatan dan Kesehatan Kerja serta Lingkungan Hidup K3LH Pada Pekerjaan Bangunan”.

Penelitian ini merupakan jenis penelitian pengembangan (Research and Development) dengan mengacu pada model pengembangan ADDIE meliputi (1) Analysis (Analisis), (2) Design (Desain/Perancangan), (3) Development (Pengembangan), (4) Implementation (Implementasi), (5) Evaluation (Evaluasi). Subjek penelitian ini meliputi 1 dosen dan 1 guru mata pelajaran di SMK Negeri 2 Binjai sebagai ahli materi dan 1 dosen sebagai ahli media. Objek penelitian ini berupa e-modul pembelajaran. Instrumen yang digunakan untuk menilai kelayakan e-modul meliputi lembar penilaian kelayakan oleh ahli materi dan lembar penilaian penilaian kelayakan oleh ahli media.

Hasil penelitian menunjukkan: (1) pengembangan ini menghasilkan produk media pembelajaran berbasis e-modul Kelas X Pada Mata Pelajaran DDKBPT Kompetensi Keahlian DPIB Di SMK Negeri 2 Binjai yang dikembangkan menggunakan aplikasi macromedia flash 8. (2) media pembelajaran berbasis e-modul Kelas X Pada Mata Pelajaran DDKBPT yang dikembangkan layak digunakan sebagai media pembelajaran atau bahan ajar untuk guru dan siswa dalam proses kegiatan pembelajaran berdasarkan perolehan nilai rata-rata keseluruhan skor aspek oleh ahli materi 1 sebesar 3.8 yang termasuk dalam kategori sangat baik, ahli materi 2 sebesar 3.5 yang termasuk dalam kategori sangat baik, dan rata-rata keseluruhan skor aspek oleh ahli media 3.5 kategori sangat baik.

Kata Kunci: ADDIE, E-modul, Media Pembelajaran, Pengembangan.
ABSTRACT

The subject of The subject of Building Construction Basics and Soil Measurement Techniques (DDKBPT) is a new subject in the 2013 revised curriculum taught in class X of the Building Modeling and Information Design Skills Competency (DPIB). Joined in the C2 package group (basic expertise program) in the Department of Modeling Design and Building Information. In this study, the e-module developed was limited to Basic Competency 3.1, namely "Implementing Implementing Occupational Health and Safety (OHS) and Environment in building construction."

This study aims to: (1) Obtain the appropriate DDKBPT e-module based learning media for Basic Competency 3.1 learning, namely "Implementing Occupational Safety and Health and Environment (K3LH) in Building Work" which functions to support online learning and is in accordance with revised 2013 curriculum. (2) Knowing the feasibility of learning media based on the DDKBPT e-module for Basic Competency 3.1 learning, namely "Implementing Occupational Safety and Health and K3LH Environment in Building Works".

This research is a type of research development (Research and Development) with reference to the ADDIE development model including (1) Analysis, (2) Design, (3) Development, (4) Implementation, (5) Evaluation. The subjects of this study included 1 lecturer and 1 subject teacher at SMK Negeri 2 Binjai as a material expert and 1 lecturer as a media expert. The object of this research is e-module learning. The instrument used to assess the feasibility of the e-module includes a feasibility assessment sheet by a material expert and a feasibility assessment sheet by a media expert.

The results showed: (1) this development resulted in a class X e-module based learning media product in the DDKBPT subject for the DPIB Skills Competency at SMK Negeri 2 Binjai which was depicted using the Macromedia flash 8 application. (2) e-module based learning media for Class X in the DDKBPT subject which was developed, it is suitable to be used as a learning medium or teaching material for teachers and students in the process of learning activities based on the acquisition of an average score of the overall aspect score by material expert 1 of 3.8 which is included in the very good category, material expert 2 is equal to 3.5 which is in the very good category, and the overall average aspect score by media experts is 3.5 for the very good category.

Keywords: ADDIE, Development, Learning Media, E-module.