

ABSTRAK

Arema Dimas Pratama, NIM 5173122003 (2024). *Pengembangan E-Modul Interaktif Berbasis Aplikasi Canva pada Mata Pelajaran Dasar-dasar Teknik Otomotif Siswa Kelas X Teknik Kendaraan Ringan SMK Swasta Mandiri*. Skripsi. Fakultas Teknik, Universitas Negeri Medan

Pendidikan di era digital menekankan pemanfaatan teknologi, termasuk pengembangan bahan ajar interaktif. Di SMK Swasta Mandiri, siswa menghadapi tantangan dalam memahami dasar-dasar teknik otomotif, khususnya sistem hidrolik dan pneumatik, serta menunjukkan minat yang terbatas terhadap sumber belajar konvensional. Sebagai respons, dikembangkan e-modul interaktif berbasis Canva untuk meningkatkan keterlibatan, pemahaman, dan efektivitas pembelajaran.

Penelitian ini bertujuan menghasilkan e-modul interaktif pada materi sistem hidrolik dan pneumatik untuk mendukung guru dalam menyampaikan materi secara efektif. Metode pengembangan yang digunakan adalah model ADDIE (Analysis, Design, Development, Implementation, Evaluation). Hasil penelitian menunjukkan: (1) penilaian dari ahli materi sebesar 4,33, menunjukkan kelayakan yang sangat tinggi, (2) penilaian dari ahli media sebesar 3,33, dinilai layak, (3) penilaian dari ahli desain sebesar 4,30, juga sangat layak, (4) uji coba siswa melalui angket pengguna memberikan skor rata-rata 4,27 (sangat layak) pada uji coba One to One, 4,21 pada uji coba skala kecil, dan 4,24 pada uji coba skala besar, (5) peningkatan signifikan pada hasil belajar siswa setelah menggunakan e-modul, dengan rata-rata nilai post-test sebesar 79,82 dibandingkan dengan nilai pre-test 47,68.

Dapat disimpulkan, e-modul interaktif berbasis Canva ini efektif dan layak digunakan dalam proses pembelajaran, dengan peningkatan rata-rata hasil belajar sebesar 32,14 poin atau 67%, serta tingkat ketuntasan mencapai 89%.

Kata kunci: Pengembangan, E-Modul Interaktif, *Canva*



ABSTRACT

Arema Dimas Pratama, NIM 5173122003 (2024). *Development of an Interactive E-Modul Based on the Canva Application for the Basics of Automotive Engineering Subject for Class X Light Vehicle Engineering Students at Independent Private Vocational Schools*. Thesis. Faculty of Engineering, Medan State University

Education in the digital era emphasizes the utilization of technology, including the development of interactive teaching materials. At SMK Swasta Mandiri, students face challenges in understanding the basics of automotive engineering, especially hydraulic and pneumatic systems, and show limited interest in conventional learning resources. In response, a Canva-based interactive e-module was developed to enhance engagement, comprehension, and learning effectiveness.

This study aims to produce an interactive e-module on hydraulic and pneumatic systems to support teachers in delivering material effectively. The development method employed is the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The research findings show: (1) an assessment from content experts with a score of 4.33, indicating very high feasibility, (2) a media expert score of 3.33, rated as feasible, (3) a design expert score of 4.30, also rated very feasible, (4) student trials via user questionnaires showed an average score of 4.27 (very feasible) in the One-to-One trial, 4.21 in the small-scale trial, and 4.24 in the large-scale trial, (5) a significant improvement in students' learning outcomes after using the e-module, with an average post-test score of 79.82 compared to a pre-test score of 47.68.

In conclusion, the Canva-based interactive e-module is effective and suitable for use in the learning process, with an average improvement in learning outcomes of 32.14 points or 67%, and a mastery level reaching 89%.

Keywords: Development, Interactive E-Moduls, Canva

