

ABSTRAK

RITI HUMAYA. Pengembangan E-Modul Interaktif Berbasis *Creative, Active, Systematic, and Effective* (CASE) Pada Mata Pelajaran Bahasa Inggris Kelas IV MIS Al-Muhajirin Kota Pematangsiantar. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan 2025.

Penelitian ini bertujuan untuk (1) mengembangkan E-Modul Interaktif Berbasis *Creative, Active, Systematic, and Effective* (CASE) Pada Mata Pelajaran Bahasa Inggris Kelas IV, (2) mengetahui kelayakan E-Modul Interaktif Berbasis *Creative, Active, Systematic, and Effective* (CASE) Pada Mata Pelajaran Bahasa Inggris Kelas IV, (3) mengetahui kepraktisan E-Modul Interaktif Berbasis *Creative, Active, Systematic, and Effective* (CASE) Pada Mata Pelajaran Bahasa Inggris Kelas IV, (4) mengetahui keefektifan E-Modul Interaktif Berbasis *Creative, Active, Systematic, and Effective* (CASE) Pada Mata Pelajaran Bahasa Inggris Kelas IV. Penelitian ini tergolong dalam penelitian Research and Development (R&D) dengan model ADDIE yang terdiri dari 5 tahapan yaitu Analysis, Design, Development, Implementation, and Evaluation. Adapun hasil dari penelitian ini ialah (1) Kelayakan e-modul diketahui dari hasil validator ahli desai media yang memperoleh skor 52 dengan persentase 95% dengan kategori “Sangat Layak” dan validator materi e-modul memperoleh skor 46 dengan persentase 84% dengan kategori “Sangat Layak”. (2) Kepraktisan diketahui dari hasil angket praktisi pendidikan memperoleh skor 45 dengan persentase 90% dengan kategori “Sangat Praktis” dan respon peserta didik sebesar 93% setelah uji coba produk dilaksanakan. (3) Keefektifan e-modul diketahui dari skor rata-rata pre-test dan post-test yang meningkat dari 59 menjadi 86 dengan N-Gain 0,65 dengan kategori “Sedang”. Sehingga dari hasil yang diperoleh E-Modul Interaktif Berbasis *Creative, Active, Systematic, and Effective* (CASE) Pada Mata Pelajaran Bahasa Inggris dinyatakan layak, praktis, dan efektif untuk digunakan pada pembelajaran Bahasa Inggris di Kelas IV.

Kata Kunci: Pengembangan, E-Modul Interaktif, *Creative, Active, Systematic, Effective*

ABSTRACT

RITI HUMAYA. Development of Creative, Active, Systematic, and Effective (CASE) Based Interactive E-Modules in Class IV English Subjects at MIS Al-Muhajirin Pematangsiantar City. Skripsi. Medan: Faculty of Education Universitas Negeri Medan, 2025.

This research aims to (1) develop an Interactive E-Module Based on Creative, Active, Systematic, and Effective (CASE) for Class IV English Subjects, (2) determine the feasibility of an Interactive E-Module Based on Creative, Active, Systematic, and Effective (CASE) for Class IV English Subjects, (3) determine the practicality of an Interactive E-Module Based on Creative, Active, Systematic, and Effective (CASE) for Class IV English Subjects, (4) determine the effectiveness of Interactive E-Modules Based on Creative, Active, Systematic, and Effective (CASE) in Class IV English Subjects. This research is classified as Research and Development (R&D) research with the ADDIE model which consists of 5 stages, namely Analysis, Design, Development, Implementation, and Evaluation. The results of this research are (1) The feasibility of the e-module was determined from the results of the media design expert validator who got a score of 52 with a percentage of 95% in the "Very Feasible" category and the e-module material validator got a score of 46 with a percentage of 84% in the "Very Feasible" category. (2) Practicality is known from the results of the educational practitioner questionnaire which obtained a score of 45 with a percentage of 90% in the "Very Practical" category and the student response was 93% after the product trial was carried out. (3) The effectiveness of the e-module is known from the average score of the pre-test and post-test which increased from 59 to 86 with an N-Gain of 0.65 in the "Medium" category. So, from the results obtained, the Creative, Active, Systematic, and Effective (CASE) Based Interactive E-Module in English Subjects was declared feasible, practical, and effective for use in English language learning in Class IV.

Keywords: Development, Interactive E-Modules, Creative, Active, Systematic, Effective