

ABSTRAK

Larson Carstein Raja Aritonang : Pengembangan E-Modul Praktikum Pada Mata Pelajaran Simulasi Dan Komunikasi Digital di SMK Swasta Sinar Husni 1 BM. Skripsi. Program Studi Pendidikan Teknologi Informatika dan Komputer. Universitas Negeri Medan. 2024.

Berdasarkan hasil observasi di SMK Swasta Sinar Husni 1 BM, dalam mata pelajaran simulasi dan komunikasi digital pendidik masih menggunakan buku cetak dan PowerPoint dalam kegiatan pembelajaran praktikum, padahal penerapan e-modul praktikum berbasis flipbook dalam proses pembelajaran memiliki umpan balik positif dengan hasil validasi media sebesar 85%, validasi materi 88% dan akseptasi pengguna sebesar 88%. Penelitian ini bertujuan untuk mengembangkan E-Modul Praktikum sebagai sumber belajar di SMK Swasta Sinar Husni 1 BM pada Mata Pelajaran Simulasi dan Komunikasi Digital. Penelitian ini hanya berfokus pada uji kelayakan, adapun metode penelitian yang digunakan dalam penelitian ini adalah ADDIE yang memiliki beberapa tahapan yaitu : *Analysis* (Analisis), *Design* (Desain), *Development* (Pengembangan), *Implementation* (Implementasi), dan *Evaluation* (Evaluasi). Hasil penelitian ini menunjukkan hasil Validasi Ahli Materi mendapatkan penilaian rata-rata sebesar 89% (Sangat Layak) dan hasil Validasi Ahli Modul mendapatkan penilaian rata-rata sebesar 82% (Layak), hasil Uji Akseptabilitas pengguna mendapatkan penilaian rata-rata sebesar 91% (Sangat Layak). Kesimpulan dari penelitian ini adalah E-modul praktikum yang dikembangkan sangat layak digunakan.

Kata Kunci : E-Modul Praktikum, Simulasi dan Komunikasi Digital



ABSTRACT

Larson Carstein Raja Aritonang: Development of E-Module Practicum on Digital Simulation and Communication Subjects at SMK Swasta Sinar Husni 1 BM. Thesis. Informatics and Computer Technology Education Study Program. State University of Medan. 2024.

Based on the results of observations at Sinar Husni 1 BM Private Vocational School, in simulation and digital communication subjects educators still use printed books and PowerPoint in practical learning activities, even though the application of flipbook-based practicum e-modules in the learning process has had positive feedback with media validation results of 85%, material validation 88% and user acceptance 88%. This research aims to develop a Practicum E-Module as a learning resource at Sinar Husni 1 BM Private Vocational School in Simulation and Digital Communication Subjects. This research only focuses on feasibility testing, the research method used in this research is ADDIE which has several stages, namely: Analysis, Design, Development, Implementation, and Evaluation. The results of this research show that the Material Expert Validation results received an average assessment of 89% (Very Feasible) and the Module Expert Validation results received an average assessment of 82% (Decent), the user Acceptability Test results received an average assessment of 91% (Very Worth It). The conclusion from this research is that the practicum E-module developed is very suitable for use.

Keywords: E-Module Practicum, Digital Simulation and Communication