ABSTRAK

Nathania Asyifa, NIM 5203151002 (2024). Pengembangan Modul Praktikum Digital Berbasis *Project Based Learning* (PjBL) Pada Mata Pelajaran Dasar-Dasar Jaringan Komputer Dan Telekomunikasi Kelas X Di SMKS Mandiri

Penelitian ini bertujuan untuk mengembangkan modul praktikum digital berbasis *Project Based Learning* pada mata pelajaran Dasar-Dasar Jaringan Komputer dan Telekomunikasi lalu menguji kelayakan dan mengetahui akseptabilitas pengguna dari modul praktikum berbasis *Project Based Learning* pada mata pelajaran Dasar-Dasar Jaringan Komputer dan Telekkomunikasi. Metode yang digunakan dalam penelitian ini merupakan *Research and Development*. Pengembangan modul menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Modul divalidasi oleh 3 ahli yaitu ahli materi, ahli media, dan ahli modul dan diuji coba pasa kelompok terbatas yaitu 32 responden. Instrumen yang digunakan adalan angket dengan skala likert. Bedasarkan uji kelayakan yang telah dilakukan oleh ahli materi memperoleh presentase 92% dengan kriteria sangat layak, ahli media memperoleh presentase 94% dengan kriteria sangat layak, dan ahli modul memproleh presentase 90% dengan kriteria sangat layak. Hasil uji coba kelompok terbatas mencapai 84% dengan kriteria sangat bagus. Sehingga dapat disimpulkan bahwa modul praktikum berbasis *Project Based Learning* pada mata pelajaran Dasar-Dasar Jaringan Komputer dan Telekkomunikasi sangat layak untuk digunakan.

Kata Kunci: Modul Praktikum, *Project Based Learning*, Dasar-Dasar Jaringan Komputer dan Telekomunikasi

ABSTRACT

Nathania Asyifa, NIM 5203151002 (2024). Development of Digital Practicum Module Based on Project Based Learning (PjBL) in Basic Computer Network and Telecommunication Subjects for Grade X at SMKS Mandiri

This study aims to develop a digital practicum module based on Project Based Learning in the Basic Computer Network and Telecommunication subjects, and to test its feasibility and user acceptability. The method used in this research is Research and Development. Module development uses the ADDIE development model (Analysis, Design, Development, Implementation, and Evaluation). The module was validated by three experts: a subject matter expert, a media expert, and a module expert, and was tested on a limited group of 32 respondents. The instrument used was a questionnaire with a Likert scale. Based on the feasibility test conducted by the subject matter expert, a percentage of 92% was obtained with a very feasible criterion, the media expert obtained a percentage of 94% with a very feasible criterion, and the module expert obtained a percentage of 90% with a very feasible criterion. The results of the limited group trial reached 84% with a very good criterion. Thus, it can be concluded that the Project Based Learning-based practicum module in the Basic Computer Network and Telecommunication subjects is very feasible for use.

Keywords: Practicum Module, Project Based Learning, Basic Computer Network and Telecommunication