

ABSTRAK

Ananda Syahputra (5211111011) Pengembangan E-Modul Gambar Teknik Menggunakan Aplikasi *Book Creator* Di Kelas X DPIB SMK Negeri 2 Binjai. 2025

Latar belakang penelitian ini berdasarkan hasil dari analisis kebutuhan peserta didik, dimana dari analisis kebutuhan tersebut diketahui jika media e-modul pembelajaran berbasis *Book Creator* sangat dibutuhkan peserta didik dalam pembelajaran mandiri dan sebagai media pembelajaran inovatif untuk meningkatkan hasil belajar siswa. Tujuan dari penelitian ini untuk menganalisis kelayakan, kepraktisan dan keefektifan media e-modul pembelajaran berbasis *Book Creator* pada mata pelajaran Dasar-Dasar Program Keahlian (DDPK) elemen gambar teknik dalam meningkatkan hasil belajar peserta didik kelas X DPIB SMK Negeri 2 Binjai.

Metode penelitian yang digunakan adalah Research and Development (R&D) dengan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, dan Evaluation*). Subjek penelitian adalah siswa kelas X DPIB SMK Negeri 2 Binjai. Instrumen yang digunakan meliputi angket uji kelayakan di validitas oleh ahli materi, ahli bahasa, ahli media, uji kepraktisan dilakukan oleh pengguna (peserta didik), setelah itu dilakukan uji keefektifan hasil belajar berupa *pre-test* dan *post-test*.

Hasil penelitian dari penilaian media e-modul pembelajaran berbasis *Book Creator* Validasi oleh ahli materi memperoleh nilai rata-rata 3,92% kategori “Layak”, Validasi oleh ahli bahasa memperoleh nilai 4,27 kategori “Sangat Layak”, dan Validasi oleh ahli media mendapatkan nilai 3,72% kategori “Layak”, Uji kepraktisan mendapatkan skor sebesar 88,5% kategori “Sangat Praktis”, Uji keefektifan mendapatkan skor 0,70 kategori “Tinggi”.

Kata Kunci: E-modul, *Book Creator*, Gambar Teknik, Hasil Belajar

ABSTRACT

Ananda Syahputra (5211111011) Development of a Technical Drawing E-Module Using the Book Creator Application in Class X DPIB SMK Negeri 2 Binjai. 2025

The background to this research is based on the results of an analysis of student needs, where from this needs analysis it is known that the e-module learning media based on Book Creator is really needed by students in independent learning and as an innovative learning media to improve student learning outcomes. The aim of this research is to analyze the feasibility, practicality and effectiveness of e-module learning media based on Book Creator in the Basics of Skills Program (DDPK) subject, technical drawing elements in improving the learning outcomes of class X DPIB students at SMK Negeri 2 Binjai.

The research method used is Research and Development (R&D) with the ADDIE (Analysis, Design, Development, Implementation and Evaluation) development model. The research subjects were class X DPIB students at SMK Negeri 2 Binjai. The instruments used include a feasibility test questionnaire validated by material experts, media experts, language experts, practicality tests carried out by users (students), after which a test of the effectiveness of learning outcomes is carried out in the form of a pre-test and post-test.

Research results from the assessment of Book Creator-based learning e-module media. Validation by material experts received an average score of 3.92% in the "Decent" category. Validation by language experts received a score of 4.27 in the "Very Appropriate" category. Validation by media experts received a score of 3.72% in the "Decent" category. Practicality testing received a score of 88.5% in the "Very Practical" category.

Keywords: E-module, Book Creator, Technical Drawing, Learning Outcomes