ABSTRAK

Sri Rahma Adhayana. NIM. 4173321052. Pengembangan E-Book Sebagai Media Pembelajaran Pada Masa Pandemik Dengan Bantuan Sigil-Software Untuk Materi Vektor. Skripsi. Jurusan Pendidikan Fisika. Fakultas Matematika dan Ilmu Alam. Universitas Negeri Medan. 2021.

Tujuan penelitian ini untuk mengembangkan media pembelajaran *e-book* fisika menggunakan *sigil-software* pada materi vektor dan untuk menguji kelayakan media *e-book* yang dikembangkan melalui validasi para Ahli serta mengetahui kemenarikan respon peserta didik. Langkah-langkah penelitian dan pengembangan berpedoman pada model ADDIE (Analyze, Design, Development, Implementation, Evaluation). Tahap development melibatkan dua validator untuk menilai kelayakan materi dan media. Tahap implementation melibatkan 31 peserta didik (di SMA S Dharma Pancasila, Medan). Instrumen pengumpulan data yang digunakan adalah angket dengan analisis data deskriptif kuantitatif. Hasil penelitian ini menunjukkan bahwa; (1) Variabel uji kelayakan *e-book* sebagai media pembelajaran selama masa pandemik memiliki skor rata-rata keseluruhan sebesar 95,8% yang tergolong pada kategori tinggi, artinya *e-book* yang dikembangkan dengan *sigil-software* sudah layak untuk digunakan selama masa pandemik. (2) Variabel keefektifan memiliki skor rata-rata keseluruhan sebesar 51,24% yang tergolong pada kategori cukup efektif, artinya *e-book* tersebut cukup efektif untuk membantu siswa dalam meningkatkan nilai pembelajaran fisika materi vektor. (3) Uji coba produk kepada peserta didik untuk memberi respon terhadap *e-book* dengan skor rata-rata keseluruhan 73.38% dengan kriteria "Layak" dan dapat disimpulkan bahwa e-book tersebut mendapatkan respon yang bagus dari peserta didik.

Kata Kunci : *Digital Book, Sigil-Software,* Vektor

ABSTRACT

Sri Rahma Adhayana. NIM. 4173321052. Development of E-Books as Learning Media During a Pandemic Period With the Help of Sigil-Software for Vector Materials. Essay. Department of Physics Education. Faculty of Mathematics and Natural Sciences. Medan State University. 2021.

The purpose of this study was to develop a physics e-book learning media using sigil-software on vector material and to test the feasibility of the e-book media developed through the validation of experts and to find out the attractiveness of student responses. The research and development steps are guided by the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The development stage involves two validators to assess the feasibility of the material and media. The implementation phase involved 31 students (at SMA S Dharma Pancasila, Medan). The data collection instrument used was a questionnaire with quantitative descriptive data analysis. The results of this study indicate that; (1) The test variable for the feasibility of e-books as learning media during the pandemic has an overall average score of 95.8% which belongs to the high category, meaning that e-books developed with sigil-software are feasible to use during the pandemic. (2) The effectiveness variable has an overall average score of 51.24% which is classified in the quite effective category, meaning that the e-book is quite effective in helping students increase the value of learning vector material physics. (3) Testing the product for students to respond to the e-book with an overall average score of 73.38% with the criteria "Fair" and it can be concluded that the e-book received a good response from students.

Keywords: Digital Book, Sigil-Software, ADDIE, Vector