

ABSTRAK

Yunus Adiputra Rumapea : *Pengembangan Bahan Ajar E-Modul Berbantuan Sigil Software Pada Materi Menggambar Teknik Siswa Kelas X TKR SMK Swasta Bandung-2 Tahun Ajaran 2021/2022*. Skripsi. Fakultas Teknik. Universitas Negeri Medan. 2022

Sesuai dengan Peraturan Menteri Kesehatan Republik Indonesia Nomor 9 tahun 2020 tentang pembatasan social berskala besar dalam rangka penanganan *covid-19*, pembelajaran tatap muka disekolah diliburkan untuk sementara waktu. Maka dengan kondisi tersebut, dibutuhkan media pembelajaran yang dapat diakses dimanapun dan memenuhi pembelajaran jarak jauh siswa. Sesuai peraturan pemerintah republik Indonesia nomor 17 tahun 2010 tentang pengelolaan dan penyelenggaraan pendidikan, pasal 1 ayat 37.

Tujuan Penelitian, yaitu (1) Mengembangkan E-Modul berbantuan Sigil Software pada Mata Pelajaran Menggambar Teknik Kelas X TKR di SMK Swasta Bandung-2, (2) Mengetahui Kelayakan E-Modul berbantuan Sigil Software pada Mata Pelajaran Menggambar Teknik Kelas X TKR di SMK Swasta Bandung-2.

Jenis penelitian pengembangan ini menggunakan metode penelitian ADDIE dilakukan melalui 5 tahapan yaitu (1) tahap analisis (*analisis*), (2) tahap desain (*design*), (3) tahap pengembangan (*development*), (4) tahap implementasi (*implementation*) dan, (5) tahap evaluasi (*evaluation*).

Hasil Penelitian ini menunjukkan (1) hasil analisis validasi media pembelajaran berbantuan *Sigil Software* oleh validator media, validator materi dan validator design pembelajaran dinyatakan valid dengan rerata skor 0,93 tergolong pada kategori validitas tinggi, (2) Hasil penelitian juga menunjukkan bahwa guru mata bidang studi dan siswa selaku responden memberikan respon terhadap media pembelajaran berbantuan sigil software pada rentang $3,5 \leq RS$. Nilai tersebut berada pada rentang kategori sangat positif.

Kata kunci: Penelitian Pengembangan, Media Pembelajaran, E-Modul



ABSTRACT

Rumapea, Yunus Adiputra 2021: Development of E-Module Teaching Materials Assisted by Sigil Software on Engineering Drawing Materials for Class X TKR Students at SMK Swasta Bandung-2 in the 2021/2022 Academic Year. Essay, Faculty of Engineering. State University of Medan, 2022

In accordance with the Regulation of the Minister of Health of the Republic of Indonesia Number 9 of 2020 concerning large-scale social restrictions in the context of handling COVID-19, face-to-face learning in schools is temporarily closed. So with these conditions, learning media is needed that can be accessed anywhere and fulfills students' distance learning. In accordance with the government regulation of the republic of Indonesia number 17 of 2010 concerning the management and implementation of education, article 1 paragraph 37.

The research objectives are (1) to develop an E-Module assisted by Sigil Software in Engineering Drawing Subjects for Class X TKR at SMK Swasta Bandung-2, (2) to determine the feasibility of an E-Module assisted by Sigil Software in Engineering Drawing Subjects for Class X TKR in SMK Swasta Bandung-2.

This type of development research using the ADDIE research method is carried out through 5 stages, namely (1) the analysis phase (analysis), (2) the design phase, (3) the development phase, (4) the implementation phase and, (5) evaluation stage.

The results of this study show (1) the results of the analysis of the validation of learning media assisted by Sigil Software by the media validator, material validator and learning design validator are declared valid with a mean score of 0.93 belonging to the high validity category, (2) The results also show that the subject teacher and students as respondents responded to learning media assisted by sigil software in the range of $3.5 \leq RS$. This value was in the very positive category range.

Keywords: Development Research, Learning Media, E-Module.

