

**PENGEMBANGAN MODUL AJAR BERBASIS HYPERCONTENT  
UNTUK MENINGKATKAN KEMAMPUAN BERPIKIR KREATIF SISWA  
SMA KELAS IX**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui: 1) validitas modul ajar berbasis *hypercontent* yang dikembangkan, 2) kepraktisan *modul ajar berbasis hypercontent* yang dikembangkan, dan 3) keefektifan terhadap penerapan setiap indikator kemampuan berpikir kreatif dan hasil belajar siswa. Jenis penelitian ini adalah *Research and Development* menggunakan desain *ADDIE (Analysis, Design, Development, Implementation, Evaluation)*. Populasi dalam penelitian adalah seluruh siswa-siswi kelas XI di sekolah SMA Negeri 1 Sei Suka. Instrumen yang digunakan dalam penelitian adalah angket validasi ahli media, angket validasi ahli eksperimen, angket respon siswa, lembar observasi kemampuan berpikir kreatif dan instrumen hasil belajar siswa. Hasil penelitian oleh ahli media diperoleh skor rata-rata 88,6% dengan kategori sangat valid dan untuk penilaian ahli eksperimen skor rata-rata 94% dengan kategori sangat valid. Hasil kepraktisan modul yang ditinjau dari angket respon siswa diperoleh skor kepraktisan sebesar 85,5%, dengan kategori sangat praktis. Adapun aspek keefektifan diperoleh adanya peningkatan kemampuan berpikir kreatif siswa sebesar 83% dengan kategori sangat efektif dan peningkatan hasil belajar siswa diperoleh *n-gain* sebesar 0,70 dengan kriteria cukup efektif.

Kata Kunci : modul, *hypercontent*, berpikir kreatif, *ADDIE*



**DEVELOPMENT OF A HYPERCONTENT-BASED TEACHING  
MODULE TO IMPROVE THE CREATIVE THINKING ABILITY OF  
CLASS IX HIGH SCHOOL STUDENTS**

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**ABSTRACT**

This research aims to determine: 1) the validity of the hypercontent-based teaching module that was developed, 2) the practicality of the hypercontent-based teaching module that was developed, and 3) the effectiveness of the application of each indicator of creative thinking abilities and student learning outcomes. This type of research is Research and Development using the ADDIE design (Analysis, Design, Development, Implementation, Evaluation). The population in the study were all class XI students at SMA Negeri 1 Sei Suka. The instruments used in the research were media expert validation questionnaires, experimental expert validation questionnaires, student response questionnaires, creative thinking ability observation sheets and student learning outcomes instruments. The results of research by media experts obtained an average score of 88.6% in the very valid category and for the experimental expert's assessment the average score was 94% in the very valid category. The practicality results of the module, which were reviewed from the student response questionnaire, obtained a practicality score of 85.5%, in the very practical category. As for the effectiveness aspect, it was found that there was an increase in students' creative thinking abilities by 83% with the very effective category and an increase in student learning outcomes obtained by n-gain of 0.70 with the criteria being quite effective.

Keywords : modul, *hypercontent*, creative thinking, ADDIE

