

ABSTRAK

SABELA AMELIA. Pengembangan *E Module* Interaktif Berbasis *Website 2 Apk Builder* dengan Model *Problem Based Learning* Pada Materi Pembagian untuk Meningkatkan Hasil Belajar Siswa Kelas IV SD IT Permata Firdaus. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Penelitian dilaksanakan dengan tujuan menghasilkan *E Module* interaktif berbasis *website 2 Apk builder* yang valid, praktis dan efektif untuk meningkatkan hasil belajar siswa. Tujuan tersebut diangkat dan dikembangkan dari permasalahan rendahnya hasil belajar siswa dalam pembelajaran matematika pada materi pembagian bilangan cacah, siswa kesulitan dalam memahami materi dikarenakan model pembelajaran bersifat konvensional, kurangnya pemanfaatan teknologi dan bahan ajar. Jenis penelitian ini adalah penelitian pengembangan dengan model 4- D yang terdiri dari 4 tahapan yakni *design, define, development* dan *disseminate*. Subjek dalam penelitian ini adalah siswa/i kelas IV. Teknik analisis data menggunakan teknik analisis data kualitatif dan kuantitatif dengan metode pengumpulan data mencakup observasi, wawancara, skala validasi dan tes. Hasil penelitian memperoleh persentase skor materi 92% (Sangat Layak), dan memperoleh persentase skor desain dan teknologi 84% (Sangat Layak). Selanjutnya persentase skor kepraktisan 90% (Sangat Praktis) serta memperoleh skor keefektivan dengan nilai rata -rata 58, 81 (Cukup Efektif). Dan setelah menggunakan *E Module* interaktif berbasis *website 2 Apk builder* perolehan rata -rata ketuntasan nilai *post – test* adalah sebesar 80%. Berdasarkan penelitian dan pengembangan yang telah dilakukan dapat disimpulkan bahwa *E Module* interaktif berbasis *Website 2 Apk Builder* dengan Model *Problem Based Learning* pada materi pembagian bilangan cacah sangat layak, sangat praktis digunakan dalam pembelajaran dan cukup efektif untuk meningkatkan hasil belajar siswa kelas IV Abu Dzaar di SD IT Permata Firdaus.

Kata Kunci: Pengembangan *E Module* Interaktif, *Website 2 APK Builder*, *Problem Based Learning*, Pembagian Bilangan Cacah

ABSTRACT

SABELA AMELIA. Development of Interactive E Module Based on Website 2 APK Builder with Problem-Based Learning Model on Division Material to Improve Learning Outcomes of Class IV SD IT Permata Firdaus. Skripsi. Medan: Faculty of Education Universitas Negeri Medan, 2024.

The research was carried out to produce an interactive E Module based on the 2 Apk builder website that is valid, practical, and effective for improving student learning outcomes. This goal was raised and developed from the problem of low student learning outcomes in mathematics learning on whole number division material, students had difficulty understanding the material due to conventional learning models, and lack of use of technology and teaching materials. This type of research is development research with a 4-D model which consists of 4 stages, namely design, define, development, and disseminate. The subjects in this research were class IV students. Data analysis techniques use qualitative and quantitative data analysis techniques with data collection methods including observation, interviews, validation scales, and tests. The research results obtained a material score percentage of 92% (Very Appropriate), and a design and technology score percentage of 84% (Very Appropriate). Furthermore, the practicality score percentage was 90% (Very Practical) and obtained an effectiveness score with an average value of 58.81 (Quite Effective). After using the website-based interactive E Module 2 APK Builder, the average post-test completion score was 80%. Based on the research and development that has been carried out, it can be concluded that the interactive E Module based on Website 2 APK Builder with the Problem-Based Learning Model on whole number division material is very feasible, efficient to use in learning and quite effective in improving the learning outcomes of class IV Abu Dzaar students at SD IT Permata Firdaus.

Keywords: Development of Interactive E Module, Website 2 APK Builder, Problem-Based Learning, Number Division