

ABSTRAK

ZAHARA BR KARO. Pengembangan E-Modul Berbasis *Ispring Suite* Berbantuan *Education Games* Materi Garis Dan Bentuk Seni Rupa Kelas I SD Negeri 060866 Medan. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan 2025.

Penelitian ini bertujuan untuk mengetahui Tingkat validitas, praktikalitas dan efektivitas terhadap pengembangan e-modul berbasis *ispring suite* berbantuan *education games* pada materi garis dan bentuk seni rupa di kelas IC SD Negeri 060866 Medan. Penelitian ini menggunakan jenis penelitian pengembangan. Model pengembangan yaitu ADDIE (Analisis, Desain, Pengembangan, Implementasi dan Evaluasi). Subjek dalam penelitian ini yaitu seorang ahli media, ahli desain, guru kelas dan juga peserta didik yang berjumlah 20 siswa. Hasil penelitian menunjukkan bahwa dari hasil validasi ahli materi diperoleh presentase 96,66% dengan kriteria "Sangat Valid", hasil validasi ahli desain diperoleh presentase 85% dengan kriteria "Sangat Valid", hasil validasi uji praktikalitas (angket guru) diperoleh presentase 98% dengan kriteria "Sangat Praktis", dan tes hasil belajar siswa sebelum dan sesudah penggunaan e-modul diperoleh nilai pretest dengan presentase 46% dengan kriteria "Kurang Efektif" dan nilai posttest dengan presentase 95% dengan kriteria "Sangat efektif". Berdasarkan temuan hasil penelitian tersebut, disarankan bagi guru untuk dapat mengembangkan dan menggunakan e-modul berbasis *ispring suite* berbantuan *education games* pada materi garis dan bentuk seni rupa dalam proses pembelajaran.

Kata Kunci: Pengembangan, E-Modul, *Ispring Suite*, *Education Games*, Seni Rupa

ABSTRACT

ZAHARA BR KARO. Development of E-Module Based on Ispring Suite Assisted by Education Games on Line and Form Material of Fine Arts for Grade I of Elementary School 060866 Medan. Skripsi. Medan: Faculty of Education, State University of Medan 2025.

This study aims to determine the level of validity, practicality and effectiveness of the development of e-modules based on ispring suite assisted by education games on the material of lines and forms of fine art in class IC SD Negeri 060866 Medan. This study uses a type of development research. The development model is ADDIE (Analysis, Design, Development, Implementation and Evaluation). The subjects in this study were a media expert, design expert, class teacher and also students totaling 20 students. The results of the study showed that from the results of the validation of material experts, a percentage of 96.66% was obtained with the criteria of "Very Valid", the results of the validation of design experts obtained a percentage of 85% with the criteria of "Very Valid", the results of the validation of the practicality test (teacher questionnaire) obtained a percentage of 98% with the criteria of "Very Practical", and the test of student learning outcomes before and after the use of e-modules obtained a pretest value with a percentage of 46% with the criteria of "Less Effective" and a posttest value with a percentage of 95% with the criteria of "Very Effective". Based on the findings of the research results, it is recommended for teachers to be able to develop and use e-modules based on ispring suite assisted by education games on the material of lines and forms of fine art in the learning process.

Keywords: Development, E-Module, Ispring Suite, Education Games, Fine Arts

