

ABSTRAK

Tujuan penelitian ini, yaitu : untuk mengetahui kelayakan dan efektivitas bahan ajar pada mata pelajaran komputer akuntansi siswa kelas XII AKL 2 SMK Negeri 1 Binjai. Jenis penelitian yang digunakan, yaitu penelitian pengembangan, yang dikenal dengan istilah *Research and Development* (R & D), dengan menggunakan model pengembangan bahan ajar ADDIE (*Analysis, Design, Development, Implementation, Evaluation*), yang dikembangkan oleh Dick and Carry. Instrumen atau alat pengumpulan data dalam penelitian ini, menggunakan Angket dan Soal Pre-Test dan Post-Test, serta Wawancara dan Observasi. Teknik analisis data menggunakan a. Uji Analisis Soal, berupa : Uji Validitas dan Reliabilitas, b. Uji Prasyarat, berupa : Uji Normalitas dan Uji Homogenitas, c. Uji Hipotesis, berupa Uji Kelayakan dan Uji Efektivitas. Hasil penelitian, menunjukkan bahwa bahan ajar E-Modul berbantuan canva dengan alur model *project based learning* layak digunakan, dengan ketentuan : penilaian dari validator ahli materi senilai 3,2; ahli media senilai 3,167; ahli desain senilai 3,235; respon guru senilai 3,111; uji coba perorangan senilai 2,944; uji kelompok kecil senilai 3,012; uji kelompok besar atau lapangan senilai 3,056. Hasil penelitian, juga menunjukkan bahwa bahan ajar E-Modul berbantuan canva dengan alur model *project based learning*, efektif digunakan, dengan ketentuan : dari hasil output SPSS (*Independent Samples Test* dan *Group Statistics*) untuk minat belajar, maka dapat disimpulkan bahwa rata-rata nilai minat di kelas eksperimen 32,76 berbeda dari kelas kontrol 25,09 dengan nilai sig. (2-tailed) = 0,000. Selanjutnya, dari hasil output SPSS (*Independent Samples Test* dan *Group Statistics*) untuk hasil belajar, maka dapat disimpulkan bahwa rata-rata nilai di kelas eksperimen 88,24 berbeda dari kelas kontrol 78,03 dengan nilai sig. (2-tailed) = 0,000. Besar efektivitas bahan ajar berbantuan canva dengan alur model *project based learning*, dalam meningkatkan : a. minat belajar komputer akuntansi siswa, memiliki nilai 3,46 dengan kategori sebagai efek yang kuat, b. hasil belajar komputer akuntansi siswa, memiliki nilai 2,773 dengan kategori sebagai efek yang kuat. Kesimpulan dari penelitian ini, berdasarkan hasil kelayakan dan efektivitas, maka penelitian ini dinyatakan layak dan efektif, sehingga dapat menjawab permasalahan pembelajaran di kelas XII AKL 2. Temuan hasil penelitian ini, dapat memberikan manfaat bagi guru, siswa, pihak sekolah dan peneliti selanjutnya.

Kata Kunci : Bahan Ajar E-Modul Berbantuan Canva Dengan Alur Model *Project Based Learning*, Minat Belajar, Hasil Belajar

ABSTRACT

The purpose of this study is to determine the feasibility and effectiveness of teaching materials in the subject of accounting computers for class XII AKL 2 students of SMK Negeri 1 Binjai. The type of research used is development research, known as Research and Development (R & D), using the ADDIE teaching material development model (Analysis, Design, Development, Implementation, Evaluation), developed by Dick and Carry. The instruments or data collection tools in this study used Questionnaires and Pre-Test and Post-Test Questions, as well as Interviews and Observations. Data analysis techniques used a. Question Analysis Test, in the form of: Validity and Reliability Tests, b. Prerequisite Tests, in the form of: Normality Tests and Homogeneity Tests, c. Hypothesis Tests, in the form of Feasibility Tests and Effectiveness Tests. The results of the study indicate that the E-Module teaching material assisted by Canva with a project based learning model flow is feasible to use, with the following provisions: assessment from the material expert validator with a value of 3.2, media experts with a value of 3.167, design experts with a value of 3.235, teacher responses with a value of 3.111, one to one tests with a value of 2.944, small group tests with a value of 3.012, large group or field tests with a value of 3.056. The results of the study also indicate that the E-Module teaching material assisted by Canva with a project based learning model flow is effective to use, with the following provisions: from the results of the SPSS output (Independent Samples Test and Group Statistics) for learning interest, it can be concluded that the average value in the experimental class is 32.76 different from the control class of 25.09 with a sig. (2-tailed) = 0.000. Furthermore, from the results of the SPSS output (Independent Samples Test and Group Statistics) for learning outcomes, it can be concluded that the average value in the experimental class of 88.24 is different from the control class of 78.03 with a sig. value. (2-tailed) = 0.000. The effectiveness of teaching materials assisted by Canva with a project-based learning model flow, in improving: a. students' interest in learning accounting computers, has a value of 3.46 with a category as a strong effect, b. students' accounting computer learning outcomes, have a value of 2.773 with a category as a strong effect. The conclusion of this study, based on the results of the feasibility and effectiveness, this study is declared feasible and effective, so that it can answer learning problems in class XII AKL 2. The findings of this study can provide benefits for teachers, students, schools and further researchers.

Keywords : Canva-Assisted E-Module Teaching Materials With Project Based Learning Model Flow, Learning Interest, Learning Outcomes