

ABSTRAK

Salsabila Rhamadani Tanjung, 4193321034 (2024). Pengembangan E-Modul Berbasis Inkuiri Terbimbing Pada Materi Usaha Dan Energi Di MAS Teladan Ujung Kubu.

Berdasarkan observasi yang telah dilakukan menyatakan bahwa sumber belajar yang digunakan berupa buku paket yang berisi materi teks, gambar yang monoton dan rendahnya minat belajar siswa. Tujuan penelitian yaitu mendeskripsikan kelayakan, kepraktisan dan keefektifan e-modul berbasis inkuiri terbimbing untuk meningkatkan hasil belajar siswa. Jenis penelitian adalah *Research and Development* (R&D) dengan model pengembangan ADDIE yang terdiri dari 5 tahap pengembangan yaitu *Analysis, Design, Development, Implementation* dan *Evaluation*. Subjek dalam penelitian adalah 30 siswa kelas X MAS Teladan Ujung Kubu. Instrumen yang digunakan dalam kelayakan berupa lembar observasi yang diberikan kepada ahli materi dan ahli media, kepraktisan berupa lembar observasi yang diberikan guru dan siswa, dan keefektifan berupa 10 soal pilihan ganda. Teknik analisis data yaitu analisis data untuk validasi ahli materi, media, analisis kepraktisan dan analisis keefektifan. Hasil kelayakan produk dinilai oleh dua ahli validasi yang terdiri dari satu ahli validasi materi dengan skor sebesar 100% dengan kategori sangat layak, dan satu ahli validasi media dengan hasil skor sebesar 82,14% dengan kategori cukup layak, kepraktisan produk dinilai dari respon guru dan siswa dengan memperoleh hasil respon guru sebesar 91% dengan kategori sangat praktis sedangkan hasil respon siswa sebesar 88,88% dengan kategori sangat praktis, keefektifan produk dinilai berdasarkan respon siswa terhadap hasil belajar siswa dengan perhitungan n-gain menunjukkan rata-rata skor n-gain sebesar 0,8017 atau 80,17% termasuk kategori sangat efektif. Manfaat dalam penelitian untuk meningkatkan hasil belajar siswa dan dapat membantu proses pembelajaran menjadi lebih efektif dan efisien. .

Kata Kunci : E-modul, Inkuiri Terbimbing, Hasil Belajar, Usaha dan Energi.

ABSTRACT

Salsabila Rhamadani Tanjung, 4193321034 (2024). Development of e-modules based on guided inquiry on business and energy material at MAS Teladan Ujung Kubu

Based on the observations that have been made, it states that the learning resources used are in the form of textbooks containing text material, monotonous images and low student interest in learning. The purpose of the study is to describe the feasibility, practicality and effectiveness of guided inquiry-based e-modules to improve student learning outcomes. The type of research is Research and Development (R&D) with the ADDIE development model consisting of 5 stages of development, namely Analyze, Design, Development, Implementation and Evaluation. The subjects in the study were 30 students of class X MAS Teladan Ujung Kubu. The instruments used in the feasibility are in the form of observation sheets given to material experts and media experts, practicality in the form of observation sheets given to teachers and students, and effectiveness in the form of 10 multiple choice questions. Data analysis techniques are data analysis for validation of material experts, media, practicality analysis and effectiveness analysis. The product feasibility results were assessed by two validation experts consisting of one material validation expert with a score of 100% with a very feasible category, and one media validation expert with a score of 82.14% with a fairly feasible category, the practicality of the product was assessed from the responses of teachers and students by obtaining teacher response results of 91% with a very practical category while the results of student responses were 88.88% with a very practical category, the effectiveness of the product was assessed based on student responses to student learning outcomes with the N-Gain calculation showing an average n-gain score of 0.8017 or 80.17% including the very effective category. Benefits in research to improve student learning outcomes and can help the learning process become more effective and efficient.

Keywords: E-module, Guided Inquiry, Learning Outcomes, Effort and Energy.