

ABSTRAK

PENGEMBANGAN MEDIA EVALUASI QR (*QUICK RESPONSE*) CARD PADA MATERI SEL SISWA KELAS XI

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Survei kebutuhan diperoleh melalui kegiatan analisis kebutuhan dengan kegiatan wawancara bersama guru Biologi SMA kelas XI pada empat sekolah di Yogyakarta. Hasil wawancara menunjukkan bahwa siswa kurang memahami materi sel karena sel begitu kompleks. Akibatnya hasil belajar siswa tidak mencapai Kriteria Ketuntasan Minimal (KKM). Permasalahan lain yaitu guru kesulitan dalam mengoreksi dan merekap nilai siswa. Siswa di empat sekolah sudah menggunakan *handphone* berkamera akan tetapi penggunaannya dalam pembelajaran belum optimal sehingga tujuan dari penelitian ini untuk meminimalisir penggunaan *handphone* siswa diluar tujuan belajar.

Penelitian dan Pengembangan (RnD) adalah suatu metode yang digunakan untuk menghasilkan produk penelitian yang diuji kelayakannya. Dalam pengembangan media evaluasi QR Card ini menggunakan langkah-langkah penelitian pengembangan menurut Sugiyono (2017). Selanjutnya produk yang dikembangkan diuji kelayakannya oleh ahli materi, ahli media, dan guru pelajaran biologi kelas XI. Data hasil uji kelayakan dianalisis secara kuantitatif dan kualitatif.

Hasil penelitian yang diperoleh dari validasi oleh ahli materi, ahli media, dan guru mata pelajaran biologi SMA kelas XI diperoleh nilai rata-rata 4,49 menunjukkan kriteria "sangat baik" dengan kesimpulan produk yang dikembangkan layak untuk diujicobakan dalam lingkup terbatas dengan perbaikan sesuai saran. Berdasarkan hasil penelitian disimpulkan bahwa media evaluasi QR Card pada materi sel kelas XI yang dikembangkan layak diujicobakan dalam lingkup terbatas.

Kata kunci: RnD, QR Card, QR Code

ABSTRACT**THE DEVELOPMENT OF QR (QUICK RESPONSE) CARD EVALUATION MEDIA IN CELL MATERIAL OF ELEVENTH GRADE STUDENTS**

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A needs survey was obtained through a needs analysis activity by conducting interview activity with High School biology teachers in class XI at four schools in Yogyakarta. The interview result showed that students did not understand the cell material because cell was complex. Therefore, students learning result did not reach the minimum completeness criteria. Another problem was teachers had difficulty to recap and correct students' grades. The students in the four schools had used camera phone but the using of it in the learning process is not optimal so the goal of this research is to minimize the using of mobile phone outside the learning purpose.

Research and development (RnD) is a method use to produce research product that will be tasted for egibility. In developing the QR Card evaluation media, it uses development research steps according to Sugiyono (2017). Furthermore, the developed product will be tested for egibility by material expert, media expert, and biology teachers class XI. The feasibility test result will be analyzed quantitatively and qualitatively.

The results obtained from the validation by material expert, media expert, and biology subject teachers in class XI obtained an average value of 4,49 indicating the criteria of "very good" with the conclusion that the product developed is worthy of being tested with the limited scopewith improvements as suggested.. Based on the results of the study it was concluded that the biology QR Card evaluation media on class XI cell material developed could be tested in the limited scope.

Key word: RnD, QR Card, QR Code