

ABSTRAK**PENGEMBANGAN *GOLEARNBIOLOGY* SEBAGAI *E-MODUL* INTERAKTIF
BERBASIS WEB PADA MATERI *FUNGI* KELAS X**

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Kondisi pandemi COVID-19 saat ini berdampak pada kegiatan belajar mengajar yang dilaksanakan secara daring di rumah. Pemerintah Indonesia mengeluarkan kebijakan yaitu kegiatan dilakukan dari rumah dengan tetap dalam pengawasan guru melalui pembelajaran daring. Berdasarkan hasil analisis kebutuhan guru biologi di enam Sekolah Menengah Atas daerah Klaten dan Sukoharjo terdapat permasalahan selama pembelajaran daring. Seperti kurangnya referensi bacaan peserta didik ketika belajar dirumah. Media pembelajaran yang digunakan kurang bervariasi dan terdapat kendala pada materi biologi saat pembelajaran daring. Materi *fungi* menjadi salah satu kendala karena peserta didik sulit membedakan contoh jamur sehingga perlu adanya media pembelajaran. Penelitian ini bertujuan untuk mengetahui desain dalam pengembangan, kelayakan dan kualitas produk.

Jenis penelitian yang digunakan adalah *Research and Development* dengan model ADDIE menurut Mayfield. Secara keseluruhan terdapat lima tahapan model ADDIE. Penelitian ini menggunakan tiga tahapan yaitu *analisis, desain dan pengembangan*. Validasi produk dilakukan ahli materi, ahli media dan ahli pembelajaran biologi SMA yang kemudian dilakukan analisis data. Analisis data yang dilakukan peneliti ada dua yaitu secara kuantitatif dan kualitatif.

Produk yang dikembangkan yaitu *e-modul* interaktif *golearnbiology* berbasis web. *Golearnbiology* merupakan nama web untuk mengakses *e-modul* interaktif. Hasil rata-rata penilaian dari validator sebesar 3,7 dengan kriteria “Sangat Baik”. Berdasarkan kriteria tersebut *golearnbiology* layak untuk diujicobakan secara terbatas sesuai masukan validator.

Kata Kunci: *E-modul* Interaktif, *Golearnbiology* berbasis web, *Fungi*, *Research and Development*, ADDIE

ABSTRACT**THE DEVELOPMENT OF WEB-BASED GOLEARNBIOLOGY
INTERACTIVEE-MODULE ON CLASS X FUNGI MATERIAL**

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The current state of the COVID-19 pandemic has an impact on teaching and learning activities carried out online at home. The Indonesian government issued a policy that activities were carried out from home while still under the supervision of teachers through online learning. Based on the results of the analysis of the needs of biology teachers in six high schools in the Klaten and Sukoharjo area there were problems during online learning. Such as the lack of student reading references when studying at home. The learning media used are less varied and there are obstacles to biological material when learning online. Fungi material is one of the obstacles because students find it difficult to distinguish examples of mushrooms so that there is a need for learning media. This study aims to determine the design in development, feasibility, and product quality.

The type of research used is Research and Development with the ADDIE model according to Mayfield. Overall, there are five stages of the ADDIE model. This research uses three stages, namely analysis, design, and development. Product validation was carried out by material experts, media experts, and high school biology learning experts who then analyzed the data. There are two data analyses conducted by researchers, namely quantitative and qualitative.

The product developed is an interactive web-based Golearnbiology e-module. Golearnbiology is the name of the web for accessing interactive e-modules. The average result of the assessment from the validator is 3,7 with the criteria of "Very Good". Based on these criteria, Golearnbiology deserves to be tested on a limited basis according to the validators input.

Keywords: *Interactive E-module, Golearnbiology web based, Fungi, Research and Development, ADDIE*

