

ABSTRAKPENGEMBANGAN *E-MODUL* BERBASIS *ANDROID* PADA MATERI

ANIMALIA KELAS X

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Pandemi Covid-19 merupakan salah satu permasalahan bagi sistem pendidikan saat ini. Kegiatan belajar mengajar dilaksanakan secara daring. Keadaan ini membuat guru harus beradaptasi dengan kegiatan pembelajaran jarak jauh, dan mampu mengembangkan media yang dapat membuat siswa lebih aktif dan mandiri. Berdasarkan hasil analisis dan wawancara di lima Sekolah Menengah Atas di Daerah Istimewa Yogyakarta terdapat permasalahan selama pembelajaran daring yaitu guru kesulitan dalam memilih dan menggunakan media pembelajaran, kesulitan mengakses internet, dan kurangnya bahan ajar yang menyebabkan siswa kesulitan dalam memahami materi. Materi animalia kelas X merupakan salah satu materi yang sulit dikarenakan cakupan materi kompleks dan abstrak. Penelitian ini bertujuan untuk mengetahui desain dalam pengembangan *E-modul* dan kelayakan produk.

Jenis penelitian yang digunakan adalah *Research and Development* menurut *Borg and Gall* dalam Sugiyono. Peneliti menggunakan 5 dari 10 langkah penelitian yaitu potensi dan masalah, pengumpulan data, desain produk, validasi produk, dan revisi produk. Validasi produk dilakukan ahli materi, ahli media dan ahli pembelajaran biologi SMA. Analisis data yang dilakukan secara kuantitatif dan kualitatif.

Produk yang dikembangkan yaitu *E-modul* berbasis *android* menghasilkan file.apk berukuran 85, 1 MB yang dapat di unduh pada *smartphone android* minimal versi 5.0 Lollipop. Hasil validasi produk dari validator sebesar 3,75 dengan kriteria “sangat baik”. Berdasarkan kriteria tersebut *E-modul* ini layak untuk diujicobakan secara terbatas sesuai saran validator.

Kata Kunci: Media Pembelajaran, *E-modul* berbasis *Android*, Animalia, *Research and Development*

ABSTRACT**ANDROID-BASED E-MODULE DEVELOPMENT ON CLASS X ANIMALIA MATERIAL**

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The Covid-19 pandemic is one of the problems for the education system today. Teaching and learning activities are carried out online. This situation makes teachers have to adapt with the distance learning activities and be able to develop media that can make students more active and independent. Based on the results of analysis and interviews at five high schools in the Yogyakarta Special Region, there were problems during online learning. Namely, teachers have difficulty in choosing and using learning media, difficulty accessing the internet, and lack of teaching materials that cause students difficulty in understanding the material. Class X Animalia material is one of the difficult materials due to the scope of complex and abstract material. This research aims to know the design in the development of E-modules and product feasibility.

The type of research used Research and Development according to Borg and Gall in Sugiyono. The research uses 5 out of 10 research steps: potential and problem, data collection, product design, product validation, and product revision. Product validation is carried out by material experts, media experts and high school biologists. There were two methods to analyze the data, namely quantitatively and qualitatively.

The product developed is an android-based E-module produces files.apk measuring 85.1 MB that can be installed on android smartphone at least version 5.0 Lollipop. Product validation results from validator of 3.75 with "excellent" criteria. Based on these criteria, this module can be tested on a limited audience according to validators input.

Keywords: *Learning Media, E-modules based on Android, Animalia, Research and Development.*