

ABSTRAK**PENGEMBANGAN MEDIA PEMBELAJARAN
E-MODUL BERBASIS *WEBSITE*
PADA MATERI KLASIFIKASI MAKHLUK HIDUP KELAS VII**

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Analisa kebutuhan telah dilakukan terhadap 5 guru IPA SMP di Yogyakarta terkait proses pembelajaran jarak jauh pada situasi khusus pandemi *covid-19*. Hasil analisis kebutuhan menunjukkan masalah yang dialami peserta didik dan guru yaitu peserta didik sulit memahami materi Klasifikasi Makhluk Hidup dan guru sulit menyampaikan materi tersebut. Media pembelajaran E-modul berbasis *Website* berpotensi menjadi salah satu solusi masalah tersebut. Tujuan penelitian ini adalah mengetahui kelayakan media pembelajaran E-modul berbasis *Website* pada materi klasifikasi makhluk hidup kelas VII.

Jenis penelitian ini adalah penelitian *Research and Development* (R&D). Tahap penelitian meliputi potensi dan masalah, pengumpulan informasi, desain produk, validasi produk, dan perbaikan produk. Metode penelitian ini menggunakan pendekatan kuantitatif dan kualitatif. Teknik pengumpulan data dengan wawancara dan kuesioner sedangkan instrumen pengumpulan data dengan panduan wawancara dan lembar kuesioner (lembar validasi). Validasi melibatkan ahli materi, ahli media dan dua guru IPA SMP.

Hasil validasi menunjukkan bahwa produk pengembangan media pembelajaran pada E-modul berbasis *Website* materi klasifikasi makhluk hidup kelas VII SMP memperoleh skor rerata 3,275 dengan kategori “sangat layak” dan dinyatakan “sangat layak” untuk diuji coba dalam ruang lingkup terbatas dengan perbaikan berdasarkan saran dan komentar yang diberikan validator.

Kata kunci: e-modul, *website*, klasifikasi makhluk hidup, kelayakan, R&D

ABSTRACT**THE DEVELOPMENT OF WEBSITE-BASED E-MODULES AS A LEARNING MEDIA TO TEACH THE CLASSIFICATION OF LIVING THINGS MATERIALS FOR 7th GRADE STUDENTS**

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The needs of analysis has been conducted on 5 junior high school teachers in Yogyakarta related to the distance learning process in the special situation of the covid-19 pandemic. The results of the needs analysis showed the problems experienced by learners and teachers, that was learners have difficulty in understanding the material classification of living things and teachers were difficult to convey the material. Website-based E-module learning media has the potential to be one of the solutions to this problem. The purpose of this study is to find out the feasibility of Website-based E-module learning media on class VII living creature classification materials.

This type of research is research and development (R&D). The research phase includes potential and problems, information gathering, product design, product validation, and product improvement. This research method uses quantitative and qualitative approaches. Data collection techniques with interviews and questionnaires while data collection instruments with interview guides and questionnaire sheets (validation sheets). Validation involves material experts, media experts and two junior high school science teachers.

Validation results showed that the learning media development product on the Website-based E-module of class VII junior high school living creature classification material obtained an average score of 3,275 with a category of "very feasible" and was declared "very feasible" to be tested in a limited scope with improvements based on suggestions and comments given by validators.

Keywords: *E-module, website. classification of living things, feasibility, R&D*