

ABSTRAK

PENGEMBANGAN LEMBAR KERJA PESERTA DIDIK (LKPD) DIGITAL BERBASIS *PROJECT BASED LEARNING* PADA MATERI VIRUS KELAS X

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Pandemi Covid-19 menyebabkan pembelajaran dilaksanakan secara daring. Berdasarkan hasil wawancara lima SMA di DIY terdapat kendala selama pembelajaran daring yaitu kendala dalam mengakses media pembelajaran karena jaringan yang tidak stabil, kesulitan mengajarkan materi virus pada kelas X, dan kendala penerapan model dan metode pembelajaran karena keterbatasan waktu dan alat. Selain itu, sekolah telah menggunakan LKPD dalam bentuk .docx dan .pdf. Oleh karena itu, peneliti mengembangkan LKPD digital berbasis *project based learning* pada materi virus kelas X. *Project based learning* dapat membantu peserta didik dalam membangun pengetahuan dan mengasah keterampilan melalui proyek. Penelitian ini bertujuan untuk mengembangkan dan mengetahui kelayakan produk LKPD digital berbasis *project based learning*.

Jenis penelitian yang digunakan adalah metode *Research and Development* menurut Sugiyono. Penelitian ini dilaksanakan sampai tahap kelima metode R&D. LKPD dikembangkan melalui empat tahap yaitu analisis kurikulum, menyusun peta kebutuhan LKPD, menentukan judul LKPD, dan menulis LKPD. LKPD digital dibuat dengan aplikasi *canva*, *animaker*, dan *android studio*. LKPD digital divalidasi oleh ahli materi, ahli media, dan dua ahli pembelajaran. Hasil validasi dianalisis secara kuantitatif dan kualitatif.

Produk yang dihasilkan yaitu LKPD digital berbasis *project based learning* dengan bentuk aplikasi berukuran 84,05 MB yang digunakan pada gawai dengan OS Android minimal versi 5.0. Menu pada aplikasi LKPD digital yaitu *home*, kata pengantar, petunjuk penggunaan, kompetensi dasar, video pembelajaran, LKPD, daftar pustaka, dan profil penulis. Pada menu LKPD terdapat tiga LKPD. Hasil validasi produk memperoleh nilai 3,59 dengan kriteria “Sangat Baik”. LKPD digital berbasis *project based learning* layak untuk diujicobakan sesuai revisi dari validator.

Kata Kunci : *Research and Development*, LKPD Digital, *Project Based Learning*, Virus.

ABSTRACT

The Development Of Digital Student Worksheets (LKPD) Based On Project-Based Learning On Virus Material For 10th Grade

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Based on the results of interviews with five high schools in DIY, there were obstacles during online learning, namely the difficulty to access learning media, the difficulty in teaching virus material in 10th grade, and the difficulty to apply learning models and methods. Moreover, schools used LKPD in the form of .docx and .pdf. Therefore, researchers developed a digital LKPD based on project-based learning on 10th grade virus material. Project-based learning helped students build knowledge and hone skills through projects. This study aimed to develop and determine the feasibility of digital LKPD based on project-based learning.

This research used the R&D method by Sugiyono. This research was carried out until the fifth stage of the R&D method. The LKPD was developed through four stages, namely curriculum-analysis, compiling a map of LKPD needs, determining the title of the LKPD, and writing LKPD. Digital LKPD created with Canva, Animaker, and Android Studio applications. The product was validated by two experts in material and media, and two learning experts. The validation results were analyzed using quantitative and qualitative method.

The product development was a digital LKPD based on Project-Based Learning in the form of an application with 84,05 MB in size which is used on devices with a minimum Android OS version of 5.0. The menus in the application were home, preface, instructions for use, basic competencies, learning videos, LKPD, bibliography, and author profile. On the LKPD menu, there were three LKPDs. The product validation results showed a value of 3.59 with the "Very Good" criteria. The digital LKPD based on Project-Based Learning were feasible to be tested according to the revision of the validator.

Keywords: Research and Development, Digital LKPD, Project Based Learning, Virus.