

ABSTRAK

PENGEMBANGAN BAHAN AJAR *MIND MAPPING* BERBASIS WEBSITE DILENGKAPI FITUR TANYA JAWAB PADA MATERI ANIMALIA UNTUK PESERTA DIDIK KELAS X

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Bahan ajar merupakan media belajar yang dapat digunakan peserta didik untuk belajar secara mandiri. Saat ini, inovasi bahan ajar masih terbilang minim. Berdasarkan hasil analisis kebutuhan terhadap lima sekolah menunjukkan bahwa penggunaan bahan ajar oleh guru masih bersifat konvensional, contohnya buku paket. Tatanan buku yang penuh tulisan serta visualisasi minim menyebabkan peserta didik tidak tertarik membacanya. Penelitian ini bertujuan untuk mengembangkan bahan ajar *mind mapping* berbasis website dilengkapi fitur tanya jawab pada materi animalia kelas X dan mengetahui kelayakan bahan ajar.

Pengembangan bahan ajar dilakukan menggunakan langkah-langkah penelitian pengembangan *Research and Development* (RnD) menurut Sugiyono. Kegiatan penelitian terbagi menjadi lima langkah, yaitu potensi dan masalah, pengumpulan data, desain produk, validasi produk dan revisi produk. Produk yang dihasilkan kemudian dilakukan uji validasi oleh tenaga ahli (media, materi dan guru biologi kelas X).

Produk bahan ajar berbentuk website dapat diakses oleh peserta didik dimana dan kapan saja. Bahan ajar ini berisikan 6 komponen utama, yaitu Home (halaman utama), Daftar Isi, Rangkuman, Kuis Evaluasi, Profil Penulis dan Daftar Pustaka. Hasil uji validasi produk bahan ajar pada aspek materi mendapatkan nilai 0,83 dan aspek media mendapatkan nilai 0,86. Hasil uji validitas menunjukkan bahwa produk memiliki validitas yang sangat tinggi. Maka, disimpulkan bahwa produk bahan ajar yang dikembangkan peneliti layak digunakan guru maupun peserta didik dalam kegiatan pembelajaran.

Kata Kunci: Penelitian RnD, Bahan Ajar, *Mind Mapping*, Materi Animalia

ABSTRACT***DEVELOPMENT OF WEBSITE-BASED MIND MAPPING TEACHING MATERIALS EQUIPPED WITH A QUESTION AND ANSWER FEATURES ON ANIMALIA MATERIAL FOR CLASS X STUDENTS***

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Teaching materials are learning media that can be used by students to learn independently. Currently, the innovation of teaching materials is still relatively minimal. Based on the results of the needs analysis of five schools, it shows that the use of teaching materials by teachers is still conventional, for example package books. The order of the book, which is full of writing and minimal visualization, causes students to be uninterested in reading it. This study aims to develop website-based mind mapping teaching materials equipped with a question-and-answer feature on class X animalia material and find out the feasibility of teaching materials.

The development of teaching materials is carried out using research steps for the development of Research and Development (RnD) according to Sugiyono. Research activities are divided into five steps, namely potential and problems, data collection, product design, product validation and product revision. The resulting product is then tested for validation by experts (media, materials and class X biology teachers).

Teaching material products in the form of websites can be accessed by students anywhere and anytime. This teaching material contains 6 main components, namely Home (main page), Table of Contents, Summary, Evaluation Quiz, Author Profile and Bibliography. The results of the validation test of teaching material products in the material aspect got a value of 0,83 and the media aspect got a value of 0,86. The results of the validity test show that the product has a very high validity. Thus, it is concluded that the teaching material products developed by researchers are suitable for use by teachers and students in learning activities.

Password: RnD, Research of Teaching Materials, Mind Mapping, Animalia Material