

ABSTRAK

PENGEMBANGAN *E-MODULE* TERINTEGRASI *GAME* INTERAKTIF *WORDWALL* PADA MATERI KLASIFIKASI MAKHLUK HIDUP KELAS VII SMP

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Pembelajaran dalam jaringan (daring) menjadi tantangan tersendiri di masa Pandemi Covid 19. Pada beberapa SMP di Samarinda, penerapannya tidak terlepas dari kendala. Permasalahan utama yang ditemukan adalah kurangnya motivasi dan antusiasme belajar peserta didik, serta materi klasifikasi makhluk hidup yang sulit dipahami. Hal tersebut dikarenakan cakupan materi yang cukup kompleks dan menggunakan nama ilmiah, serta keterbatasan waktu dan media pembelajaran yang digunakan. Alternatif pemecahan masalah yang dilakukan adalah dengan membuat sumber belajar yang lebih bervariasi agar menarik antusiasme dan motivasi belajar peserta didik, serta membantu peserta didik dalam memahami materi. Oleh karena itu, penelitian ini bertujuan untuk mengembangkan *E-module* Terintegrasi *Game* Interaktif *Wordwall* pada Materi Klasifikasi Makhluk Hidup Kelas VII SMP untuk membuat peserta didik tertarik memperdalam materi dan mengetahui kelayakan produk tersebut.

Jenis penelitian ini adalah *Research and Development* (R&D) dengan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*) yang dilakukan sampai pada tahap pengembangan. Tahapan penelitian diawali dengan analisis kebutuhan melalui wawancara bersama guru IPA sebagai narasumber, pada 5 SMP negeri dan swasta di Kota Samarinda. Kemudian, dilanjutkan dengan desain dan pengembangan produk, lalu uji kelayakan menggunakan kuesioner validasi, serta revisi produk berdasarkan komentar dan saran dari validator. Produk berupa *e-module* terintegrasi *game* interaktif *wordwall* berisikan bahan pembelajaran dan *link game* interaktif *wordwall* dengan menerapkan model pembelajaran *discovery learning*. Hasil uji kelayakan produk mendapatkan skor rata-rata 90,47% dari validator materi dan 88,33% dari validator media. Hasil akhir persentase rata-rata validasi, yaitu sebesar 89,40% dengan kriteria validasi sangat layak. Produk layak diujicobakan skala terbatas dan masuk ke tahap implementasi.

Kata kunci: *E-module*, *game* interaktif *wordwall*, materi klasifikasi makhluk hidup, *research and development*.

ABSTRACT

DEVELOPMENT OF E-MODULE INTEGRATED WITH INTERACTIVE GAMES WORDWALL ON THE MATERIAL OF CLASSIFICATION OF LIVING THINGS VII GRADE JUNIOR HIGH SCHOOL

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Online learning has become a challenge during the Covid 19 pandemic. In several junior high schools in Samarinda, its implementation is not free from obstacles. The main problems found are the lack of motivation and enthusiasm of students to learn, and the material on the classification of living things that is difficult to understand. This is due to the scope of material that is quite complex and uses scientific names, as well as limited time and learning media used. Alternative problem solving is to create more varied learning resources to attract students' enthusiasm and motivation to learn, and help students understand the material. Therefore, this study aims to develop an E-module Integrated with Wordwall Interactive Game on Classification of Living Things Class VII Junior High School Material to make students interested in deepening the material and determine the feasibility of the product.

This type of research is Research and Development (R&D) with the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation) which is carried out up to the development stage. The research stages began with a needs analysis through interviews with science teachers as resource persons, at 5 public and private junior high schools in Samarinda City. Then, continued with product design and development, then feasibility testing using a validation questionnaire, and product revision based on comments and suggestions from validators. The product is an e-module integrated with wordwall interactive games containing learning materials and wordwall interactive game links by applying the discovery learning model. The results of the product feasibility test received an average score of 90.47% from the material validator and 88.33% from the media validator. The final result of the average percentage of validation, which amounted to 89.40% with very feasible validation criteria. The product deserves to be tested on a limited scale and enter the implementation stage.

Keywords: *E-module, wordwall interactive game, classification of living things, research and development.*