

ABSTRAK

PENGEMBANGAN E-LKPD BERBASIS REPRESENTASI DENGAN PENDEKATAN STEM TEKNOLOGI TEPAT GUNA UNTUK MELATIHKANKAN KETERAMPILAN KOMUNIKASI DAN KOLABORASI PESERTA DIDIK

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Penelitian ini bertujuan untuk mengembangkan produk berupa e-LKPD berbasis representasi dengan pendekatan STEM teknologi tepat guna untuk melatih keterampilan komunikasi dan kolaborasi peserta didik yang valid, praktis dan efektif. Jenis penelitian ini adalah penelitian dan pengembangan dengan menggunakan desain ADDIE yang terdiri atas 5 tahapan yaitu *analyze, design, development, implementation* dan *evaluation*. Hasil penelitian ini ialah kevalidan e-LKPD diuji oleh tiga validator ahli isi dan konstruk, dengan hasil persentase rata-rata aspek isi 84% dan konstruk 86% termasuk dalam kategori sangat valid. Kepraktisan ditunjukkan oleh skor rata-rata uji keterbacaan 80% dengan kriteria baik, uji keterlaksanaan sebesar 82% dengan kriteria sangat baik, dan uji respon positif peserta didik terhadap e-LKPD meliputi aspek efektif 81%, kemenarikan 81%, efisien 82% dan kemudahan 81%. Pada tahap implementasi keefektifan produk dilihat dari hasil uji paired t-test, dimana hasil uji Asymp. Sig (2-tailed) < 0,05 maka H_0 ditolak dan H_1 diterima, yang artinya terdapat perbedaan signifikan pembelajaran menggunakan e-LKPD berbasis representasi dengan pendekatan STEM. Hasil uji statistik didukung dengan hasil respon peserta didik (penilaian diri) yang menyatakan pembelajaran menggunakan e-LKPD berbasis representasi dengan pendekatan STEM menyenangkan sehingga mampu melatih keterampilan komunikasi dan kolaborasi. Sehingga e-LKPD berbasis representasi dengan pendekatan STEM yang dikembangkan valid, praktis dan efektif dalam melatih keterampilan komunikasi dan kolaborasi.

Kata kunci: Keterampilan Komunikasi, Keterampilan Kolaborasi, e-LKPD, Representasi, STEM

ABSTRACT

DEVELOPMENT OF E-LKPD BASED REPRESENTATION WITH STEM APPROACH APPROPRIATE TECHNOLOGY TO TRAIN STUDENTS' COMMUNICATION AND COLLABORATION SKILLS

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This study aims to develop a product in the form of e-LKPD based representation with an appropriate technology STEM approach to train students' communication and collaboration skills that are valid, practical and effective. This type of research is research and development using the ADDIE design which consists of 5 stages, namely analyze, design, development, implementation and evaluation. The result of this study is that the validity of the e-LKPD was tested by three content and construct expert validators, with the results of the average percentage of content aspects being 84% and 86% of constructs included in the very valid category. Practicality is shown by the average score of the readability test of 80% with good criteria, the implementation test of 82% with very good criteria, and the positive response test of students to the e-LKPD covering aspects of effectiveness 81%, attractiveness 81%, efficiency 82% and ease of use 81%. At the implementation stage, the effectiveness of the product is seen from the results of the paired t-test, where the results of the Asymp test. Sig (2-tailed) < 0.05 then Ho is rejected and H1 is accepted, which means that there is a significant difference in learning using e-LKPD based representation with an appropriate technology STEM approach. The results of the statistical test are supported by the results of student responses (self-assessment) which states that learning using representation-based e-LKPD with a fun STEM approach is able to train communication and collaboration skills. So that an e-LKPD based representation with an appropriate technology STEM approach developed is valid, practical and effective in training communication and collaboration skills.

Keywords: Communication Skill, Collaboration Skill, e-LKPD, Representation, STEM