

ABSTRAK

PENGEMBANGAN *e*-MODUL INTERAKTIF BERBASIS *MICROSOFT SWAY* UNTUK MENINGKATKAN LITERASI KEBENCANAAN SISWA SMP

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Penelitian ini bertujuan untuk mengembangkan *e*-Modul Interaktif berbasis Microsoft Sway yang efektif dalam meningkatkan keterampilan literasi kebencanaan siswa. Desain penelitian yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan 4D (*four-D*). Sampel penelitian terdiri dari kelas kontrol dan eksperimen. Teknik pengambilan sampel menggunakan *purposive sampling*. Instrumen yang digunakan adalah instrumen tes, angket dan wawancara. Analisis data berdasarkan data *n-gain*, *effect size* dan persentase deskriptif tanggapan guru dan siswa. Hasil penelitian menunjukkan bahwa *e*-Modul interaktif hasil pengembangan: (1) valid untuk meningkatkan literasi kebencanaan ditinjau dari hasil validasi ahli dan praktisi serta tanggapan guru dan siswa, (2) memiliki rata-rata tanggapan siswa dan guru terhadap penggunaan *e*-Modul interaktif dalam pembelajaran dalam segi kemenarikan (90,65%), kebermanfaatan (90,88%), dan keterbacaan (90,48%). Berdasarkan hasil penelitian dan pengembangan, dapat dinyatakan bahwa *e*-Modul interaktif berbasis *Microsoft Sway* tervalidasi dengan kategori sangat valid and memiliki efektivitas tinggi dalam meningkatkan literasi kebencanaan siswa.

Kata kunci: *e*-Modul interaktif, keterampilan literasi kebencanaan, literasi kebencanaan, *Microsoft Sway*

ABSTRACT

DEVELOPMENT OF INTERACTIVE *e*-MODULE-BASED ON MICROSOFT SWAY TO IMPROVE DISASTER LITERACY FOR JUNIOR HIGH SCHOOL STUDENTS

By

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This study aims to develop an *e*-Module based on *Microsoft Sway* which is valid and effective in improving students' disaster literacy skills. The design used was Research and Development (R&D) with a 4D (four-D) development model. The research sample consisted of control and experimental classes. The sampling technique used was purposive sampling. The instruments used were test instruments, questionnaires, and interviews. Data analysis was based on n-gain data, effect size, and descriptive percentage of students' and teachers' responses. The results of the study indicate that the interactive *e*-Module developed: (1) is valid for improving disaster literacy in terms of the results of expert and practitioner validation as well as teacher and student responses, and (2) has an average student and teacher response to the use of interactive *e*-Modules in learning in terms of attractiveness (90.65%), usefulness (90.88%), and readability (90.48%). Based on the results of research and development, it can be stated that the interactive *e*-Module based on Microsoft Sway is validated with a very valid category and has effectiveness in improving student disaster literacy.

Keywords: Interactive *e*-Module, disaster literacy skills, disaster literacy, Microsoft Sway