

## **ABSTRAK**

### **PENGEMBANGAN E-MODUL INTERAKTIF BERBASIS SEJARAH LOKAL DALAM PEMBELAJARAN SEJARAH AGRESI MILITER BELANDA DI LAMPUNG PADA SISWA KELAS XI IPS SMAN 9 BANDAR LAMPUNG**

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Penggunaan media pembelajaran menjadi salah satu faktor yang mendukung jalannya proses pembelajaran, untuk itu perlu diterapkan media pembelajaran yang sesuai dalam proses pembelajaran. Penelitian ini bertujuan untuk: mengetahui kelayakan e-modul berbasis sejarah lokal dalam Pembelajaran Sejarah Agresi Militer Belanda di Lampung kelas XI IPS di SMAN 9 Bandar Lampung. Penelitian ini menggunakan metode penelitian dan pengembangan (*R&D*) yang di adaptasi dari model penelitian pengembangan ADDIE (*Analysis, Design, Development, Implementation* dan *Evaluation*). Hasil penelitian dari validasi ahli materi mendapatkan persentase nilai 90,00% dalam kategori Sangat Valid. Validasi ahli media mendapatkan persentase nilai 88% termasuk dalam kategori Sangat Valid. Praktisi pendidikan (guru sejarah) mendapatkan persentase nilai 93,33% termasuk dalam kategori Sangat Valid. Respon siswa terhadap media ini pada saat dilakukan uji coba rata-rata menunjukkan respon positif dengan mendapatkan persentase  $\geq 90\%$  setiap indikatornya. Pada hasil belajar siswa diperoleh nilai rata-rata 85,28 dan persentase peserta lulus dengan nilai 83,33 dimana E-modul Pembelajaran Sejarah Agresi Militer Belanda di Lampung sangat layak digunakan dalam pembelajaran Sejarah.

**Kata Kunci: E-modul, Sejarah Lokal, Sejarah Agresi Militer Belanda II Di Lampung**

## **ABSTRACT**

### **DEVELOPMENT OF INTERACTIVE E-MODULES BASED ON LOCAL HISTORY IN LEARNING THE HISTORY OF AGGRESSION DUTCH MILITARY IN LAMPUNG TO STUDENTS CLASS XI IPS SMAN 9 BANDAR LAMPUNG**

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The use of learning media is one of the factors that support the course of the learning process, for this reason it is necessary to apply appropriate learning media in the learning process. This study aims to: determine the feasibility of local history-based e-modules in Learning the History of Dutch Military Aggression in Lampung for class XI IPS at SMAN 9 Bandar Lampung. This study uses a research and development (R&D) method adapted from the ADDIE development research model (Analysis, Design, Development, Implementation and Evaluation). The research results from the validation of material experts get a percentage score of 90.00% in the Very Valid category. Media expert validation getting a percentage score of 88% is included in the Very Valid category. Educational practitioners (history teachers) get a percentage score of 93.33% including in the Very Valid category. Students' responses to this media during the trial run show an average positive response by getting a percentage  $\geq 90\%$  for each indicator. In student learning outcomes an average score was obtained of 85.28 and the percentage of participants passed with a score of 83.33 where the E-module Learning the History of Dutch Military Aggression in Lampung is very suitable for use in learning History.

**Keywords: E-module, Local History, History of Dutch Military Aggression II in Lampung**