

ABSTRAK

PENGEMBANGAN E-LKPD TEKS LAPORAN HASIL OBSERVASI BERBASIS *PROBLEM BASED LEARNING* MENGGUNAKAN APLIKASI *KAHOOT!* PESERTA DIDIK SMA/MA KELAS X

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Penelitian ini bertujuan untuk mengembangkan E-LKPD Teks Laporan Hasil Observasi Berbasis *Problem Based Learning* Menggunakan Aplikasi *Kahoot!* Bagi Peserta Didik SMA/MA Kelas X. Penelitian ini menghasilkan E-LKPD Teks Laporan Hasil Observasi Berbasis *Problem Based Learning* Menggunakan Aplikasi *Kahoot!*, mendeskripsikan kelayakan produk E-LKPD, dan menguji efektivitas E-LKPD teks laporan hasil observasi berbasis *problem based learning* bagi peserta didik SMA kelas X.

Metode penelitian yang digunakan, yaitu ADDIE yang terdiri atas analisis (*analyze*), desain (*design*), pengembangan (*development*), implementasi (*implementation*), dan evaluasi (*evaluation*). Penelitian ini dilaksanakan di SMA N 1 Terbanggi Besar dan MAN 1 Lampung Timur. Sumber data penelitian berupa E-LKPD teks laporan hasil observasi berbasis *problem based learning*. Data penelitian berupa hasil penilaian oleh ahli materi/bahasa, ahli media, praktisi, serta hasil uji coba produk dan efektivitas kepada peserta didik. Teknik pengumpulan data dilakukan dengan wawancara, observasi, angket, dan tes.

Hasil penelitian menunjukkan (1) E-LKPD teks laporan hasil observasi berbasis *problem based learning* berhasil dikembangkan, (2) E-LKPD yang dikembangkan dinyatakan sangat layak dengan persentase penilaian oleh ahli materi/bahasa sebesar 80%, ahli media sebesar 83,3%, dan praktisi sebesar 92,5%, (3) E-LKPD yang dikembangkan dinyatakan efektif berdasarkan pada perbandingan *pretest*, *posttest*, dan *N-gain* dari penggunaan E-LKPD untuk pembelajaran teks laporan hasil observasi 0.73 pada SMA N 1 Terbanggi Besar dan 0.74 pada MAN 1 Lampung Timur.

Kata kunci: e-lkpd, teks laporan hasil observasi, pembelajaran masalah

ABSTRACT

THE DEVELOPMENT OF E-LKPD OF OBSERVATION RESULTS REPORT TEXT BASED ON PROBLEM BASED LEARNING USING THE KAHOOT FOR HIGH SCHOOL STUDENTS IN GRADE X

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The purpose of this research is to develop an E-LKPD Of Observation Report Results Text Based on Problem Based Learning Using the Kahoot Application for High School Students in grade X. This research produced an E-LKPD of Observation Result Report Text Based on Problem Based Learning Using the Kahoot, described the feasibility of the E-LKPD product, and tested the effectiveness of the E-LKPD of the observation result report text based on problem-based learning for high school students in grade X.

The research method used, namely ADDIE, consists of analysis, design, development, implementation, and evaluation. This research is carried out at SMA N 1 Terbanggi Besar and MAN 1 Lampung Timur. The source of research data is in the form of E-LKPD of observation reports text based on problem-based learning. Research data is in the form of assessment results by language experts, media experts, practitioners, as well as the results of product trials and effectiveness to students. Data collection techniques are carried out by interview, observation, questionnaire, and test.

The results of the research shows that (1) the E-LKPD of observation results text based on problem-based learning is successfully developed, (2) the E-LKPD developed is declared very feasible with an assessment percentage by language experts of 80%, media experts of 83.3%, and practitioners of 92.5%, (3) the E-LKPD developed is declared effective based on the comparison of pretests, post-tests, and N-gain from the use of E-LKPD for learning the text of observation reports of 0.73 in SMA N 1 Terbanggi Besar and 0.74 at MAN 1 Lampung Timur.

Keywords: e-lkpd, observation reports text, problem-based learning