

ABSTRAK

PENGEMBANGAN *e*-LKPD INTERAKTIF PADA PRAKTIKUM MICROSOF EXCEL DI SMAN 3 BANDAR LAMPUNG

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Penelitian ini bertujuan untuk mengembangkan bahan ajar berupa *e*-LKPD interaktif pada praktikum *Microsoft Excel* materi Perhitungan Matematis dan Logika *IF* yang tervalidasi dan efektif meningkatkan hasil belajar siswa. Metode penelitian ini termasuk ke dalam *Research and Development* (RnD) dengan model pengembangan *Define, Design, Develop, and Disseminate* (4D) yang diadaptasi dari Thiagarajan, et al (1974). Pengembangan bahan ajar berupa *e*-LKPD interaktif menggunakan model pembelajaran *Attention, Relevance, Confidence, dan Satisfaction* (ARCS). Instrumen pengumpul data dalam penelitian ini adalah angket validasi ahli materi dan ahli media serta *pretest-posttest* sebagai tes hasil belajar siswa. Uji coba dilakukan pada kelompok besar sebanyak 29 siswa kelas X.I SMAN 3 Bandarlampung. Media yang dikembangkan ini telah divalidasi oleh ahli media dan ahli materi. Persentase rata-rata dari hasil validasi ahli media menunjukkan 96% (Sangat Baik) dan hasil validasi ahli materi menunjukkan 96% (Sangat Baik). Hasil rata-rata *pretest* adalah 60,06 dan rata-rata *posttest* adalah 80,91 yang menunjukkan bahwa ada perbedaan rata-rata secara signifikan antara hasil *pretest* dengan *posttest*. Hasil nilai *N-Gain score* 0,7807 (Tinggi) dan menunjukkan hasil persentase *N-Gain score* yakni 78,07% (Efektif). Kesimpulan dari penelitian ini adalah *e*-LKPD interaktif telah tervalidasi dengan pernyataan kualitatif sangat baik dan efektif meningkatkan hasil belajar siswa.

Kata kunci: ARCS, *e*-LKPD Interaktif, *Microsoft Excel*

ABSTRACT

DEVELOPMENT OF INTERACTIVE e-LKPD IN MICROSOFT EXCEL PRACTICUM AT SMAN 3 BANDAR LAMPUNG

By

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This study aims to develop teaching materials in the form of interactive e-LKPD on Microsoft Excel practicum on Mathematical Calculation and IF Logic materials that are validated and effective in improving student learning outcomes. This research method is included in the Research and Development (RnD) with the Define, Design, Develop, and Disseminate (4D) development model adapted from Thiagarajan, et al (1974). The development of teaching materials in the form of interactive e-LKPD uses the Attention, Relevance, Confidence, and Satisfaction (ARCS) learning model. The data collection instruments in this study were validation questionnaires from material experts and media experts and pretest-posttest as a test of student learning outcomes. The trial was conducted on a large group of 29 students of class X.I SMAN 3 Bandarlampung. The media developed has been validated by media experts and materials experts. The average percentage of media expert validation results showed 96% (Very Good) and the results of material expert validation showed 96% (Very Good). The average pretest result was 60.06 and the average posttest was 80.91, which showed that there was a significant average difference between the pretest and posttest results. The N-Gain score result was 0.7807 (High) and showed the percentage of the N-Gain score of 78.07% (Effective). The conclusion of this study is that interactive e-LKPD has been validated with a qualitative statement that is very good and effective in improving student learning outcomes.

Keyword: ARCS, Interactive e-LKPD, Microsoft Excel