

ABSTRAK

PENGEMBANGAN *e*-MODUL MATERI PEMANFAATAN *TOOLS* TIK MELALUI MODEL *DISCOVERY LEARNING* UNTUK MENINGKATKAN HASIL BELAJAR MATA PELAJARAN INFORMATIKA DI SMPN 1 CIBUNGBULANG

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Perkembangan teknologi informasi di Indonesia membawa perubahan pola interaksi kegiatan pembelajaran. Penelitian ini bertujuan untuk menghasilkan *e*-modul yang valid, praktis, dan efektif untuk meningkatkan hasil belajar Informatika. Desain penelitian menggunakan model *DDD-E* berupa *Define, Design, Develop*, dan *Evaluate*. Instrumen penelitian menggunakan angket dan tes. Angket validasi, angket kepraktisan, dan tes prestasi digunakan sebagai teknik pengumpulan data. Penilaian validasi produk dilakukan oleh validator ahli materi dan ahli media, uji kepraktisan dilakukan oleh pendidik Informatika dan peserta didik menggunakan skala *likert* sebagai analisisnya. Efektivitas produk dilakukan menggunakan metode *one-group pretest-posttest* dan dianalisis menggunakan uji *N-Gain*. Hasil penilaian produk menunjukkan bahwa validator materi memperoleh skor rata-rata 96% kategori sangat valid dan validator media memiliki skor rata-rata 97% kategori sangat valid. Penilaian kepraktisan produk menghasilkan rata-rata skor persepsi pendidik sebesar 90,4% kategori sangat praktis dan skor persepsi peserta didik sebesar 85,63% kategori sangat praktis. Berdasarkan hasil uji efektivitas produk, hasil uji *N-Gain* mencapai skor 50,95% dengan kategori sedang. Berdasarkan hasil data penelitian dapat disimpulkan bahwa media *e*-modul materi pemanfaatan *tools* TIK melalui model *discovery learning* valid, praktis, dan efektif sebagai alat yang digunakan meningkatkan hasil belajar peserta didik pada mata pelajaran Informatika.

Kata Kunci: *e*-Modul, *Discovery Learning*, *DDD-E*, Informatika

ABSTRACT

DEVELOPMENT OF *e*-MODULE OF ICT TOOLS UTILIZATION MATERIAL THROUGH DISCOVERY LEARNING MODEL TO IMPROVE LEARNING OUTCOMES OF INFORMATICS SUBJECTS AT SMPN 1 CIBUNGBULANG

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The development of information technology in Indonesia has brought changes in the pattern of interaction of learning activities. This study aims to produce a valid, practical, and effective e-module to improve Informatics learning outcomes. The research design uses the DDD-E model in the form of Define, Design, Development, and Evaluate. The research instrument uses a questionnaire and test. Validation questionnaires, practicality questionnaires, and achievement tests are used as data collection techniques. The product validation assessment was carried out by material expert validators and media experts, the practicality test was carried out by Informatics educators and students using a Likert scale as its analysis. Product effectiveness was carried out using the one-group pretest-posttest method and analyzed using the N-Gain test. The results of the product assessment showed that the material validator obtained an average score of 96% in the very valid category and the media validator had an average score of 97% in the very valid category. The product practicality assessment resulted in an average educator perception score of 90.4% in the very practical category and a student perception score of 85.63% in the very practical category. Based on the results of the product effectiveness test, the N-Gain test results reached a score of 50.95% with a moderate category. Based on the results of the research data, it can be concluded that the e-module media for the use of ICT tools through the discovery learning model is valid, practical, and effective as a tool used to improve student learning outcomes in Informatics subjects.

Keywords: *e-Module, Discovery Learning, DDD-E, Informatics*