

## ABSTRAK

Tujuan penelitian pengembangan ini menghasilkan produl berupa modul berbasis *discovery learning* disertai nilai karakter berbantu QR Code yang layak agar bisa digunakan peserta didik dan menambah ilmu pengetahuan. Jenis penelitian pengembangan ini menggunakan model 4D yang telah digagaskan Thiagarajan, Sammel dan Sammel (1974). Model pengembangan 4D ini mempunyai empat tahapan yaitu *define, design, develop dan disseminate*, tetapi dalam penelitian pengembangan hanya sampai pada tahap *develop*. Produk yang telah dikembangkan peneliti ini telah dilakukan validasi ahli design mendapatkan presentase 93% dengan kriteria “sangat baik”, validasi ahli materi mendapatkan presentasi 89% dengan kriteria “sangat baik”, dan uji coba kelompok kecil mendapatkan presentase 82% dengan kriteria “sangat baik”. Berdasarkan hasil validasi ahli dan uji kelompok kecil, maka produk yang telah dikembangkan berupa modul telah layak digunakan peserta didik pada saat proses pembelajaran.

**Kata Kunci:** modul, *discovery learning*, nilai karakter, QR Code

## ABSTRACT

The purpose of this development research is to produce a product in the form of a discovery learning-based module with appropriate QR Code-assisted character values so that it can be used by students and increase knowledge. This type of development research uses a 4D model that was initiated by Thiagarajan, Sammel and Sammel (1974). This 4D development model has four stages, namely define, design, develop and disseminate, but in development research it only reaches the develop stage. The product that has been developed by this researcher has been validated by design experts, getting a percentage of 93% with the "very good" criteria, material expert validation getting a presentation of 89% with the "very good" criteria, and small group trials getting a percentage of 82% with the "very good" criteria. ". Based on the results of expert validation and small group testing, the product that has been developed in the form of a module is suitable for use by students during the learning process

**Keyword:** modul, *discovery learning*, nilai karakter, QR Code