

ABSTRAK

Peserta didik di SMA N 5 Metro masih kesulitan dalam memahami materi dalam bahan ajar yang digunakan oleh guru. Bahan ajar cetak yang digunakan kurang menarik untuk digunakan peserta didik karna penggunaannya yang kurang fleksibel. Tujuan penelitian ini untuk mendeskripsikan proses pengembangan E-LKPD bermuatan video pembelajaran pada pokok bahasan program linear dan menghasilkan produk yang valid dan praktis. Metode penelitian pengembangan ini menggunakan model ADDIE (*analysis, desain, development, implementation, evaluation*). Subjek dalam penelitian ini dengan sampel 15 orang peserta didik dari kelas XI IPA 2. Instrumen pengumpulan data yang digunakan berupa pedoman wawancara, angket validasi serta angket uji kepraktisan. Teknik pengumpulan data yang digunakan yaitu wawancara, validasi dan uji kepraktisan. Berdasarkan hasil pengembangan diawali dengan tahapan analisis masalah dan kebutuhan, tahap desain merancang E-LKPD, tahap pengembangan dilakukan uji validasi materi dan media, implementasi dengan uji kepraktisan dan evaluasi pada keempat tahapan sebelumnya. Hasil rata-rata validasi materi sebesar 78,8% dan validasi media 87,7%, dengan perolehan rata-rata keseluruhan validasi sebesar 83,2% dengan kriteria sangat valid karena isi materi yang mudah dipahami dan media mudah digunakan. Rata-rata hasil penilaian uji kepraktisan sebesar 91,1% dengan kriteria sangat praktis karena materi mudah dipahami dan media menarik untuk digunakan.

Kata Kunci: E-LKPD, Pengembangan, Program Linear, Video Pembelajaran.

ABSTRACT

Students at SMA N 5 Metro still have difficulty understanding the material in the teaching materials used by teachers. The printed teaching materials used are less attractive for students to use because their use is less flexible. The aim of this research is to describe the process of developing E-LKPD containing learning videos on the subject of linear programming and producing valid and practical products. This development research method uses the ADDIE model (analysis, design, development, implementation, evaluation). The subjects in this research were a sample of 15 students from class XI IPA 2. The data collection instruments used were interview questionnaires, validation questionnaires and practicality test questionnaires. The data collection techniques used were interview guides, validation and practicality testing. Based on the development results, it begins with the problem and needs analysis stage, the design stage designs the E-LKPD, the development stage carries out material and media validation tests, implementation with practicality tests and evaluation at the four previous stages. The average result of material validation was 78.8% and media validation was 87.7%, with an overall average validation result of 83.2% with very valid criteria because the material content was easy to understand and the media was easy to use. The average practicality test result was 91.1% with very practical criteria because the material was easy to understand and the media was interesting to use.

Keywords: E-LKPD, Development, Linear Program, Learning Video.