

ABSTRAK

Pada sekolah tempat penelitian, sebenarnya sudah memiliki bahan ajar berupa buku paket. Namun buku paket yang biasa digunakan di sekolah tersebut masih kurang praktis dalam kegiatan belajar peserta didik. Penelitian pengembangan ini bertujuan mengembangkan produk bahan ajar berupa e-modul matematika berbasis *problem solving* berbantu *game* teka-teki silang pada materi bangun ruang sisi datar. Pengembangan ini menggunakan tahapan ADDIE, yaitu: *Analysis, Design, Development, Implementation, evaluation*. Namun pada penelitian ini tidak sampai tahap implementasi. Instrumen pengumpulan data melalui wawancara dan menggunakan angket. Teknik analisis data menggunakan uji validasi dan uji kepraktisan. Subjek penelitian pengembangan ini adalah peserta didik kelas VIII SMP Buana Bandar Sribhawono dengan jumlah 10 orang yang diambil secara acak. Penelitian pengembangan ini melalui tahap uji validasi ahli materi dan bahasa, serta ahli media diperoleh rata-rata persentase yaitu 81% dan hasil uji kepraktisan diperoleh rata-rata persentase 85%. Sehingga bahan ajar yang dikembangkan dinyatakan sangat valid dan sangat praktis.

Kata Kunci: E-modul, pengembangan, *problem solving*, teka-teki silang

ABSTRACT

The school where the research was conducted actually already has teaching materials in the form of textbooks. However, the textbooks commonly used in these schools are still impractical in student learning activities. This development research aims to develop teaching material products in the form of mathematical e-modules based on problem solving assisted by crossword games on flat sided space solids. This development uses the ADDIE stages, namely: Analysis, Design, Development, Implementation, evaluation. However, this research did not reach the implementation stage. Data collection instruments through interviews and using questionnaires. Data analysis techniques use validation tests and practicality tests. The subjects of this development research were the eighth grade students of SMP Buana Bandar Sribhawono with a total of 10 students taken at random. This development research went through the validation test stage of material and language experts, as well as media experts, obtained an average percentage of 81% and practicality test results obtained an average percentage of 85%. So that the teaching materials developed are stated to be very valid and very practical.

Keywords: E-module, development, *problem solving*, crosswords