

ABSTRAK

Marfuah, Lutfi. 2023. *Pengembangan E-Modul Berbasis Game Based Learning Pada Materi Kebutuhan Manusia Dan Kelangkaan Sumber Daya Kelas X SMA Negeri 1 Metro*. Skripsi. Program Studi Pendidikan Ekonomi, FKIP Universitas Muhammadiyah Metro. Pembimbing (1) Tiara Anggia Dewi, M.Pd. (2) Fajri Arif Wibawa, S.Pd., M.Pd.

Kata Kunci : E-Modul, *Game Based Learning*

Media dan strategi pembelajaran memiliki peran yang sangat penting dan tentunya berpengaruh terhadap proses pembelajaran. Keterbatasan media yang ada menyebabkan kurang maksimalnya proses pembelajaran walaupun sudah diiringi dengan metode pembelajaran tertentu. Tujuan dari penelitian ini adalah untuk menghasilkan e-modul berbasis *game based learning* sebagai media pembelajaran di SMA Negeri 1 Metro yang valid dan praktis. E-modul berbasis *game based learning* yang dikembangkan sesuai dengan sistematika dan standar kriteria kelayakan media pembelajaran.

Jenis penelitian yang dilakukan oleh peneliti adalah jenis *research and development* atau penelitian dan pengembangan. Penelitian ini menggunakan model penelitian *ADDIE (Analyze, Design, Development, Implementation, serta Evaluation)*. Proses untuk menghasilkan e-modul berbasis *game based learning* diawali dengan tahap validasi oleh ahli media dan ahli materi. E-modul berbasis *game based learning* juga melalui proses uji coba di sekolah khususnya di kelas X SMA Negeri 1 Metro untuk mengukur respon peserta didik.

Hasil penelitian menunjukkan bahwa e-modul berbasis *game based learning* ini layak digunakan dalam pembelajaran. Hal ini ditunjukkan dari hasil validasi ahli media dan ahli materi dimana hasil dari ahli media termasuk kriteria kuat dengan persentase 75%, hasil dari ahli materi termasuk kriteria sangat kuat dengan persentase 88,33%, sedangkan hasil dari uji coba ke peserta didik dalam kelompok kecil sejumlah 23 orang mendapatkan persentase sebesar 81,6% dengan kriteria sangat kuat. Berdasarkan persentase yang didapat dari rata-rata validasi ahli sebesar 81,66% dengan kriteria sangat kuat dan respon peserta didik sebesar 81,6% dengan kriteria sangat kuat, maka e-modul berbasis *game based learning* dinyatakan valid dan praktis untuk digunakan sebagai media pembelajaran.

ABSTRACT

Marfuah, Lutfi. 2023. *Development of Game-Based Learning E-Modules on Human Needs and Resources Scarcity for Grade X SMA Negeri 1 Metro. An Undergraduate Thesis. Economic Education Study Program, Teachers Training and Education Faculty (FKIP) Muhammadiyah University of Metro. Advisors: (1) Tiara Anggia Dewi, M.Pd. (2) Fajri Arif Wibawa, S.Pd., M.Pd.*

Keywords: *E-Module, Game Based Learning*

Learning media and strategies have a very important role and certainly influence the learning process. The limitations of the existing media cause the learning process to be less than optimal even though it has been accompanied by certain learning methods. The purpose of this research was to produce game-based learning e-modules as learning media in SMA Negeri 1 Metro that were valid and practical. Game-based learning-based e-modules developed in accordance with systematics and standard eligibility criteria for learning media.

The type of research conducted by researchers was a type of research and development or research and development. This research used the ADDIE research model (Analyze, Design, Development, Implementation, and Evaluation). The process for producing game-based learning-based e-modules began with the validation stage by media experts and material experts. Game-based learning e-modules also went through a trial process in schools, especially in class X SMA Negeri 1 Metro to measure students' responses.

The results of the study showed that game-based learning e-modules were appropriate for use in learning. This was shown from the validation results of media experts and material experts where the results of media experts included strong criteria with a percentage of 75%, the results of material experts included very strong criteria with a percentage of 88.33%, while the results of trials on students in small groups a number of 23 people got a percentage of 81.6% with very strong criteria. Based on the percentage obtained from the average expert validation of 81.66% with very strong criteria and student responses of 81.6% with very strong criteria, then e-modules based on game based learning were declared valid and practical to use as learning media .