

ABSTRAK

Penelitian dan pengembangan ini bertujuan untuk menghasilkan bahan ajar berupa modul matematika berbasis pendekatan kontekstual (*Contextual Teaching And Learning*) disertai QR Code pada materi logaritma kelas X yang memenuhi kriteria valid dan praktis. Pengembangan ini menggunakan model pengembangan ADDIE, yaitu: *Analysis, Design, Development, Implementation* dan *Evaluation*. Subjek penelitian ini adalah kelas X SMA Muhammadiyah 2 Metro dengan jumlah peserta didik sebanyak 6 orang. Dalam penelitian dan pengembangan ini, produk yang dihasilkan harus divalidasi terlebih dahulu, kemudian dilakukan uji coba terbatas. Hasil rata-rata dari validasi ahli materi sebesar 86,43% termasuk dalam kategori sangat valid, selanjutnya untuk hasil rata-rata validasi ahli media sebesar 90% sehingga termasuk dalam kategori sangat valid. Adapun untuk uji coba kepraktisan modul memperoleh rata-rata 87,95% dengan kategori sangat praktis. Berdasarkan kriteria yang diterapkan maka modul matematika berbasis pendekatan kontekstual (*Contextual Teaching And Learning*) disertai QR Code pada materi logaritma kelas X dinyatakan layak dan praktis untuk digunakan

Kata Kunci: modul pembelajaran; kontekstual; QR Code

ABSTRACT

This research and development aims to produce teaching materials in the form of mathematics modules based on a contextual approach (Contextual Teaching and Learning) accompanied by a QR Code on class x logarithmic material that meets valid and practical criteria. This development uses the ADDIE development model, namely: Analysis, Design, Development, Implementation and Evaluation. The subject of this research is class X SMA Muhammadiyah 2 Metro with the number of students as many as 6 people. In this research and development, the resulting product must be validated first, then a limited trial is carried out. The average result of the material validation expert is 86.43% which is included in the very valid category, then the average result of the media validation expert is 90% so it is included in the very valid category. As for the practicality of the module, the average was 87.95% in the very practical category. Based on the criteria applied, the mathematics module based on a contextual approach (Contextual Teaching and Learning) accompanied by a QR Code on the logarithmic class x material is declared feasible and practical to use.

Keywords: learning module; contextual; QR Code