

ABSTRAK

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Media pembelajaran yang digunakan peserta didik di SMP PGRI 1 Batanghari berupa buku cetak dan tidak semua peserta didik memiliki buku cetak sehingga untuk mempelajari materi pembelajaran siswa mengalami kesulitan dikarenakan materi tersebut tidak dijelaskan dan ditegaskan kembali sehingga sulit untuk dipahami oleh peserta didik. Sehingga peneliti berupaya mengembangkan sebuah media pembelajaran berupa modul berbasis *scan barcode* untuk memudahkan peserta didik dalam memahami materi yang dipelajari. Tujuan penelitian ini adalah untuk menghasilkan media pembelajaran modul ilmu pengetahuan sosial berbasis *Scan Barcode* yang valid dan praktis. Model pengembangan yang digunakan dalam penelitian ini yaitu model pengembangan 4D. Model ini terdiri dari 4 tahap pengembangan, yaitu *Define, Design, Development*, dan *Disseminate* yang diadaptasi menjadi 4D, yaitu pendefinisian, perencanaan, pengembangan dan penyebaran. Penelitian dan pengembangan dari media pembelajaran modul berbasis *scan barcode* ini dilakukan untuk menghasilkan media pembelajaran yang valid dan praktis. Divalidasi oleh 3 ahli yaitu, ahli media, ahli desain, dan ahli materi, serta diuji coba kepada peserta didik sebanyak 15 orang untuk mengetahui respon peserta didik. Hasil validasi ahli media sebesar 90% sehingga dinyatakan Sangat Kuat atau Sangat Valid. Hasil validasi ahli desain mendapatkan sebesar 78% sehingga dinyatakan Kuat atau Valid. Kemudian hasil validasi ahli materi sebesar 92% sehingga dinyatakan Sangat Kuat atau Sangat Valid. Dan hasil dari rekapitulasi data respon peserta didik sebesar 89,2% dan dinyatakan sangat praktis. Berdasarkan hasil validasi dan uji coba respon peserta didik maka produk modul berbasis *Scan Barcode* valid dan praktis.

Kata Kunci : Media Pembelajaran, Modul, *Scan Barcode*

ABSTRACT

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The learning media used by students is in the form of printed books and not all students have printed books so that to study learning materials students have difficulty because the material is not explained and reaffirmed so that it is difficult for students to understand. So that researchers seek to develop a learning media in the form of a barcode scan-based module to make it easier for students to understand the material being studied. The purpose of this study is to facilitate students who do not have printed books and make it easier for students to understand the material. The development model used in this research is the 4D development model. This model consists of 4 stages of development, namely Define, Design, Development, and Disseminate which was adapted into 4D, namely defining, planning, developing and distributing. The results of research and development of learning media based on barcode scan modules are carried out to produce valid and practical learning media. This barcode scan-based learning media module has undergone several stages of testing involving 3 experts, namely 1 media expert to test the appearance and feasibility of the media, 1 material expert to test the quality of the material and 1 design expert to assess in terms of appearance, After validation by experts , the product is tested on students to find out the students' responses. This trial was conducted on 15 students. Based on the results of data analysis obtained data from the media display by 90% so that it is declared Very Strong or Very Valid. Then from the presentation of the material by 92% so that it is declared Very Strong or Very Valid and the results of the module design get a percentage of 78% so that it is declared Strong or Valid. Furthermore, the results of the recapitulation of student response data are 89.2% and are stated to be very practical.

Keywords: Learning Media, Module, Scan Barcode