

**PENGEMBANGAN E-LKPD INTERAKTIF MATERI PENGENALAN  
BANGUN DATAR BERBASIS ETNOMATEMATIKA PESERTA DIDIK  
KELAS I SD NEGERI 17 PEMECUTAN DENPASAR TAHUN AJARAN  
2021/2022**

**Oleh**  
**Titus Prayoga, NIM 1811031087**  
**Jurusan Pendidikan Dasar**

**ABSTRAK**

Penelitian pengembangan ini bertujuan untuk mengetahui rancang bangun pengembangan e-LKPD interaktif materi pengenalan bangun datar berbasis etnomatematika peserta didik kelas I SD Negeri 17 Pemecutan, Denpasar dan mengetahui kelayakan e-LKPD interaktif materi pengenalan bangun datar berbasis etnomatematika peserta didik kelas I SD Negeri 17 Pemecutan, Denpasar. Subjek uji coba penelitian ini adalah ahli materi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran dan 30 peserta didik kelas IB SD Negeri 17 Pemecutan. Penelitian ini menggunakan model pengembangan ADDIE (*analyze, design, development, implementation, evaluation*) karena memiliki langkah-langkah kegiatan yang sistematis dan terdapat evaluasi pada setiap tahapannya. Metode pengumpulan data menggunakan metode kuesioner, wawancara, dan observasi. Teknik analisis data menggunakan dua teknik analisis data, yaitu deskriptif kuantitatif dan deskriptif kualitatif. Hasil penelitian pengembangan ini adalah produk e-LKPD interaktif, meliputi hasil: (a) rancang bangun pengembangan e-LKPD interaktif materi pengenalan bangun datar berbasis etnomatematika, yaitu tahapan analisis, desain, pengembangan, dan evaluasi; (b) hasil uji coba produk meliputi: (1) hasil penilaian ahli materi pembelajaran memperoleh persentase sebesar 94,64%, dengan kualifikasi sangat baik; (2) hasil penilaian ahli desain pembelajaran memperoleh persentase sebesar 97,50% dengan kualifikasi sangat baik; (3) hasil penilaian ahli media pembelajaran memperoleh persentase sebesar 97,05%, dengan kualifikasi sangat baik; dan (4) hasil penilaian peserta didik melalui uji coba perorangan memperoleh persentase skor 90,14%, dengan kualifikasi sangat baik. (5) hasil penilaian peserta didik melalui uji coba kelompok kecil memperoleh persentase sebesar 92,16% dengan kualifikasi sangat baik. (6) hasil penilaian siswa melalui uji coba kelompok besar memperoleh persentase sebesar 90,29%, dengan kualifikasi sangat baik sehingga dapat disimpulkan bahwa e-LKPD interaktif materi pengenalan bangun datar berbasis etnomatematika pada layak digunakan pada proses pembelajaran.

Kata-kata kunci: E-LKPD; Interaktif; Bangun Datar; Etnomatematika; Budaya Bali

## ABSTRACT

*This development research aims to determine the design of the interactive e-LKPD development material for ethnomathematics-based introduction to class I students at SD Negeri 17 Pemecutan, Denpasar and to determine the feasibility of an interactive e-LKPD material for introducing flat shapes based on ethnomathematics to class I students at SD Negeri 17 Pemecutan. , Denpasar. The subjects of this research trial were learning material experts, learning design experts, learning media experts and 30 class IB students at SD Negeri 17 Pemecutan. This study uses the ADDIE development model (analyze, design, development, implementation, evaluation) because it has systematic activity steps and there is an evaluation at each stage. Methods of data collection using questionnaires, interviews, and observation. The data analysis technique used two data analysis techniques, namely descriptive quantitative and descriptive qualitative. The results of this development research are interactive e-LKPD products, including the results of: (a) design and development of interactive e-LKPD introduction materials based on ethnomathematics, namely the stages of analysis, design, development, and evaluation; (b) the results of product trials include: (1) the results of the expert assessment of learning materials obtained a percentage of 94.64%, with very good qualifications; (2) the results of the assessment of learning design experts obtained a percentage of 97.50% with very good qualifications; (3) the results of the assessment of learning media experts obtained a percentage of 97.05%, with very good qualifications; and (4) the results of the assessment of students through individual trials obtained a percentage score of 90.14%, with very good qualifications. (5) the results of the assessment of students through small group trials obtained a percentage of 92.16% with very good qualifications. (6) the results of student assessments through large group trials obtained a percentage of 90.29%, with very good qualifications so that it can be concluded that the interactive e-LKPD material for introducing flat shapes based on ethnomathematics is suitable for use in the learning process.*

*Keywords: E-LKPD; Interactive; Two-dimensional figure; Ethnomathematics; Balinese Culture*