

**PENGEMBANGAN MEDIA PEMBELAJARAN *E-LEARNING* BERBASIS  
*EDMODO* MATA PELAJARAN AGAMA HINDU DAN BUDI PEKERTI  
KELAS VII SMP NEGERI 1 BATURITI**

Oleh

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**ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan dan mengimplementasikan media *e-learning* pada mata pelajaran agama hindu dan budi pekerti kelas VII di SMP Negeri 1 Baturiti. Jenis penelitian ini adalah *Research and Development* (R&D) dengan model pengembangan ADDIE. Subjek penelitian ini adalah peserta didik kelas VII di SMP Negeri 1 Baturiti dengan jumlah 32 peserta didik dan seorang guru pengampu mata pelajaran agama hindu dan budi pekerti. Pengambilan data pada penelitian ini menggunakan beberapa instrument diantaranya yaitu lembar validasi ahli, angket uji coba perorangan, kelompok kecil, dan lapangan serta angket respons guru dan peserta ddiik. Hasil penelitian untuk uji kevalidan media *e-learning* didapatkan dari hasil perhitungan rata-rata uji ahli isi, ahli media dan ahli desain pembelajaran mendapatkan rata-rata skor sebesar 1,00 dengan kriteria sangat valid. Hasil rata-rata respons guru dan peserta didik memperoleh skor sebesar 46 dan 60,94 dengan kriteria sangat praktis. Dari hasil tersebut dapat disimpulkan pengembangan media *e-learning* telah memenuhi kriteria kualitas produk yaitu kevalidan, keefktifan, dan kepraktisan.

**Kata Kunci:** Media *E-learning*, Model Pembelajaran *Blended Learning*, Model ADDIE.

**DEVELOPMENT OF E-LEARNING LEARNING MEDIA BASED ON  
EDMODO HINDU RELIGION AND COURSE OF COURSE VII SMP  
NEGERI 1 BATURITI**

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**ABSTRACT**

*This study aims to develop and implement e-learning media on the subject of Hindu religion and manners in class VII at SMP Negeri 1 Baturiti. This type of research is Research and Development (R&D) with the ADDIE development model. The subjects of this study were students of class VII at SMP Negeri 1 Baturiti with a total of 32 students and a teacher who teaches Hindu religion and manners. Data collection in this study used several instruments including expert validation sheets, individual, small group, and field test questionnaires as well as teacher and student response questionnaires. The results of the research to test the validity of e-learning media were obtained from the results of the calculation of the average test of content experts, media experts and learning design experts getting an average score of 1.00 with very valid criteria. The average results of teacher and student responses obtained scores of 46 and 60.94 with very practical criteria. From these results, it can be concluded that the development of e-learning media has met the product quality criteria, namely validity, effectiveness, and practicality.*

**Keywords:** *E-learning Media, Blended Learning Model, ADDIE Model.*