

PENGEMBANGAN E-MODUL DENGAN MODEL *PROBLEM- BASED FLIPPED CLASSROOM* PADA MATA PELAJARAN SIMULASI DAN KOMUNIKASI DIGITAL KELAS X DI SMK NEGERI 1 BUSUNGBIU

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ABSTRAK

Pendidikan merupakan komponen penting dalam meningkatkan kualitas sumber daya manusia. Bahan dan media ajar yang menarik akan meningkatkan minat belajar. Disadari bahwa dalam proses pembelajaran kelas X program AP memiliki batas waktu yang singkat dan kurangnya media pembelajaran yang menarik perhatian siswa untuk belajar sehingga berpengaruh terhadap penerimaan materi saat belajar. Penelitian ini bertujuan menghasilkan produk pembelajaran berupa e-modul pembelajaran dengan model *Problem-Based Flipped Classroom* siswa untuk meningkatkan prestasi belajar siswa. Desain penelitian menggunakan penelitian pengembangan dengan model AM3PU3. Subjek dalam penelitian ini adalah ahli isi pembelajaran, ahli media pembelajaran, ahli desain pembelajaran, siswa perorangan, siswa kelompok kecil, dan siswa dalam uji coba lapangan. Variabel dalam penelitian ini adalah e-modul dengan model *Problem- Based Flipped Classroom* dan prestasi belajar siswa kelas X program AP di SMK Negeri 1 Busungbiu. Data hasil penelitian dianalisis secara deskriptif kualitatif, deskriptif kuantitatif, dan statistik inferensial (uji-t). Hasil analisis data menunjukkan bahwa telah berhasil dirancang sebuah e-modul dengan Model *Problem- Based Flipped Classroom* untuk pembelajaran simulasi dan komunikasi digital. Setelah melalui tahapan validasi dari para ahli isi, ahli media, ahli desain dan subjek uji coba perorangan, kelompok kecil dan lapangan, e-modul dinyatakan layak untuk digunakan dalam proses pembelajaran. Hasil uji-t menunjukkan terdapat perbedaan yang signifikan antara rata-rata pretest dan posttest. Dilihat dari konversi hasil belajar siswa di SMK Negeri 1 Busungbiu, nilai rata-rata *posttest* siswa sebesar 80,75 dan berada di atas nilai KKM mata pelajaran simulasi dan komunikasi digital sebesar 75,00. Implementasi e-modul dengan model *Problem- Based Flipped Classroom* dalam pembelajaran efektif untuk meningkatkan prestasi belajar siswa.

Kata kunci: e-modul, *Problem- Based Flipped Classroom*, simulasi dan komunikasi digital, prestasi belajar.

**DEVELOPMENT OF E-MODULES WITH PROBLEM-BASED FLIPPED
CLASSROOM MODELS IN CLASS X SIMULATION AND DIGITAL
COMMUNICATION SUBJECTS AT SMK NEGERI 1 BUSUNGBIU**

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ABSTRACT

Education is an important component in improving the quality of human resources. Interesting teaching materials and media will increase interest in learning. It is realized that in the learning process of class X, the AP program has a short time limit and the lack of learning media that attracts students' attention to learning so that it affects the acceptance of material while studying. This study aims to produce learning products in the form of learning e-modules with a Problem-Based Flipped Classroom model for students to improve student learning achievement. The research design uses development research with the AM3PU3 model. The subjects in this study are learning content experts, learning media experts, learning design experts, individual students, small group students, and students in field trials. The variables in this study are e-modules with a Problem-Based Flipped Classroom model and learning achievements of class X students of the AP program at SMK Negeri 1 Busungbiu. The data from the study were analyzed descriptively qualitatively, descriptive quantitatively, and statistically inferentially (t-test). The results of data analysis show that an e-module with a Problem-Based Flipped Classroom Model has been successfully designed for simulation learning and digital communication. After going through the validation stages of content experts, media experts, design experts and individual, small group and field trial subjects, the e-module was declared fit for use in the learning process. The results of the t-test showed that there was a significant difference between the average pretest and posttest. Judging from the conversion of student learning outcomes at SMK Negeri 1 Busungbiu, the average student posttest score was 80.75 and was above the KKM score of simulation and digital communication subjects of 75.00. Implementation of e-modules with the Problem-Based Flipped Classroom model in effective learning to improve student learning achievement.

Keywords: e-modules, Problem-Based Flipped Classroom, simulation and digital communication, learning achievement.