

**PENGEMBANGAN *E-MODULE* IPA SMP KELAS VIII BERBASIS
PROBLEM BASED LEARNING BERMUATAN KONTEKS
SOCIOSCIENTIFIC ISSUES PADA MATERI ZAT ADITIF DAN ADIKTIF**

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ABSTRAK

Penelitian ini bertujuan mendeskripsikan karakteristik, menganalisis kevalidan, kepraktisan, dan keterbacaan *e-module* IPA SMP Kelas VIII berbasis *problem based learning* bermuatan konteks *socioscientific issues* pada materi zat aditif dan adiktif. Jenis penelitian ini merupakan penelitian pengembangan (R&D) dengan menggunakan model pengembangan 4D dan dibatasi pada tahap *develop* karena keterbatasan waktu penelitian. Data hasil penelitian ini meliputi karakteristik produk, tingkat kevalidan, tingkat kepraktisan, dan tingkat keterbacaan *e-module* IPA yang dikumpulkan dengan teknik penyebaran angket kepada subjek penelitian yaitu, dua orang ahli pendidikan IPA, lima orang guru IPA SMP, dan 10 orang siswa kelas VIII SMPN 2 Blahbatuh. Data hasil penelitian dianalisis secara deskriptif. Karakteristik *e-module* IPA yaitu mengacu pada model *problem based learning*, masalah yang tersaji pada *e-module* merupakan *socioscientific issues*, dilengkapi dengan video pembelajaran, dan dilengkapi dengan kuis interaktif. Hasil penelitian menunjukkan bahwa (1) *e-module* sangat valid dengan KVG adalah 1,0. (2) *e-module* sangat praktis dari praktisi dengan skor rata-rata 4,6. (3) *e-module* sangat terbaca dengan skor rata-rata 4,4. Berdasarkan hasil penelitian, dapat disimpulkan bahwa produk *e-module* IPA SMP kelas VIII berbasis *problem based learning* bermuatan konteks *socioscientific issues* pada materi zat aditif dan adiktif dinyatakan valid, praktis, terbaca, dan dapat dilanjutkan pada tahap berikutnya yaitu uji keefektifan produk.

Kata Kunci: *E-Module, problem based learning, socioscientific issues*

Abstract

This research aims to describe the characteristics, analyze the validity, practicality, and readability of the science e-module for class VIII Junior High School based on problem based learning containing the context of socioscientific issues on additive and addictive substances learning material. The research is development research (R&D) using the 4D development model and is only carried out until the development stage due to limited research time. The data from this study include characteristics of science e-module, level of validity, level of practicality, and level of readability of science e-module which were collected using questionnaires to research subjects, namely, two science education experts, five science teachers, and 10 students of class VIII SMPN 2 Blahbatuh. The research data were analyzed descriptively. Characteristics of science e-module are arranged based on problem based learning model, the problems presented in the e-module are socioscientific issues, equipped with learning videos, and equipped with an interactive quiz. The results show that (1) the validity of the science e-module is very valid with KVG is 1.0, (2) the e-module is very practical with a score of 4.6, and (3) e-module is very legible category with a score of 4.4. Based on the research data, the science e-module for class VIII Junior High School based on problem based learning contains the context of socioscientific issues on additive and addictive substances learning material is declared valid, practical, legible, and can be tested for the next stage which is effectiveness product.

Keyword: E-Module, problem based learning, socioscientific issues

