

**PENGEMBANGAN E-LKPD INTERAKTIF BERBASIS *DISCOVERY*
LEARNING UNTUK MENINGKATKAN PEMAHAMAN KONSEP SISWA
PADA MATERI OPERASI BILANGAN BULAT KELAS VII**

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ABSTRAK

Penerapan kurikulum merdeka yang mengharapkan siswa aktif pada kegiatan belajar sehingga peserta didik mampu memperoleh sendiri konsep suatu materi, maka dari itu guru sebagai fasilitator harus menyediakan bahan pembelajaran yang mampu mendukung aktivitas belajar dengan memanfaatkan perkembangan teknologi informasi. Kajian ini bertujuan melakukan pengembangan E-LKPD interaktif berbasis *discovery learning* guna meningkatkan pemahaman konsep peserta didik yang dapat mendukung proses pembelajaran. E-LKPD dikembangkan mempergunakan pemodelan ADDIE berbantuan website *wizer.me*. Formatnya dikemas dalam bentuk *link* yang mengandung kegiatan peserta didik dan media *Geogebra*. Berlandaskan pada uji validitas materi oleh dua orang pakar, didapat validitas senilai 4,85 berkategori sangat tinggi dan uji validitas media oleh dua orang pakar, didapat validitas senilai 4,69 berkategori sangat tinggi. Selain itu turut dilaksanakan uji coba terbatas guna mencari tahu kepraktisan dan keefektifan produk. Berlandaskan pada uji coba tersebut diperoleh hasil angket kepraktisan respons guru dan siswa pada aspek kejelasan berkategori baik, kemudian aspek daya tarik, efisiensi, ketepatan, stimulasi serta kebaruan berkategori unggul. Kegiatan uji coba juga memperoleh temuan bahwasanya E-LKPD interaktif mempunyai keefektifan dengan rerata skor senilai 0,469, sehingga berdasarkan kriteria keefektifan didapat kriteria penggunaan E-LKPD interaktif bisa menumbuhkan pemahaman konsep peserta didik berkategori sedang.

Kata Kunci: *E-LKPD Interaktif, Discovery Learning, Wizer.me, Pemahaman Konsep Siswa*

***DEVELOPMENT OF INTERACTIVE E-LKPD BASED ON DISCOVERY
LEARNING TO IMPROVE STUDENTS' CONCEPTS UNDERSTANDING IN
INTEGATE OPERATIONS MATERIALS IN CLASS VII OF JUNIOR HIGH
SCHOOL***

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ABSTRACT

The application of an independent curriculum that expects students to be active in learning activities so that students are able to obtain the concept of a material on their own, therefore the teacher as a facilitator must provide learning materials that are able to support learning activities by utilizing developments in information technology. This study aims to develop interactive E-LKPD based on discovery learning in order to increase students' understanding of concepts that can support the learning process. The E-LKPD was developed using ADDIE modeling with the help of the wizer.me website. The format is packaged in the form of links containing student activities and Geogebra media. Based on the material validity test by two experts, a validity value of 4.85 was obtained which was in the very high category and the media validity test was carried out by two experts, a validity value of 4.69 was obtained which was in the very high category. In addition, a limited trial was also carried out to find out the practicality and effectiveness of the product. Based on this trial, the results of the practicality questionnaire from teachers and students' responses to the clarity aspect were in the good category, then the attractiveness, efficiency, accuracy, stimulation and novelty aspects were in the superior category. The trial activity also found that the interactive E-LKPD had effectiveness with an average score of 0.469, so that based on the effectiveness criteria it was found that the criteria for using interactive E-LKPD could foster an understanding of the concept of students in the moderate category.

Keywords: *Interactive E-LKPD, Discovery Learning, Wizer.me, Understanding Student Concepts*