

**PENGEMBANGAN E-LKPD INTERAKTIF UNTUK Mendukung
Pembelajaran Berbasis Proyek pada Materi Bangun
Ruang Sisi Datar**

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ABSTRAK

Penelitian ini dilakukan dalam upaya mengembangkan E-LKPD interaktif untuk mendukung pembelajaran berbasis proyek (PjBL) pada materi bangun ruang sisi datar kelas VIII SMP. Pengembangan E-LKPD menggunakan model ADDIE dengan berbantuan *wizer.me*. Formatnya dikemas dalam bentuk link yang mengandung kegiatan peserta didik dan media *Geogebra*. Pada proses pengembangan E-LKPD interaktif uji kevalidan dilaksanakan melalui angket penilaian LORI, uji kegunaan dilaksanakan melalui angket penilaian SUS serta uji efektivitas dilaksanakan melalui penilaian tes ketuntasan. Hasil dari uji kevalidan media memperoleh rata nilai senilai 3,64 sedangkan uji kevalidan materi mendapatkan rerata nilai 3,95 berkategori sangat valid. Uji coba dilaksanakan kepada 32 siswa kelas VIII di SMP Negeri 6 Singaraja. Melalui uji coba didapatkan hasil angket respon guru dan peserta didik mendapatkan hasil penilaian dengan predikat sangat baik. Pada uji coba diperoleh temuan bahwasanya E-LKPD interaktif sangat efektif dengan rerata skor nilai ketuntasan yakni 81,3 dan persentase ketuntasan 87,5% dengan frekuensi ketuntasan siswa sebanyak 28 orang dari 32 siswa.

Kata Kunci: E-LKPD Interaktif, Pembelajaran Berbasis Proyek (PjBL), Bangun Ruang Sisi Datar, model ADDIE.

**DEVELOPMENT OF INTERACTIVE E-LKPD TO SUPPORT PROJECT-
BASED LEARNING ON FLAT-SIDED SPACE BUILDING MATERIAL**

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ABSTRACT

This research was carried out in an effort to develop an interactive E-LKPD to support project-based learning (PjBL) on the flat side space building material for the VIII class of Junior High School. E-LKPD development used the ADDIE model with the help of wizer.me. The format is packaged as links containing student activities and Geogebra media. In the interactive E-LKPD development process, the validity test was carried out through the LORI assessment questionnaire, the usability test was carried out through the SUS assessment questionnaire, and the effectiveness test was carried out through a completeness test assessment. The results of the media validity test obtained an average value of 3.64, while the material validity test obtained an average value of 3.95 in the highly valid category. The trial was carried out on 32 students of the VIII class at SMP Negeri 6 Singaraja. Through the trial, the results of the teacher's response questionnaire were obtained, and students obtained the results of assessments with a very good predicate. In the trial, it was found that the interactive E-LKPD was very effective, with an average score of 81.3 completeness and an 87.5% completeness percentage, with a completeness frequency of 28 out of 32 students.

Keywords: *Interactive E-LKPD, Project-Based Learning (PjBL), Flat Side Space Building, ADDIE model.*