

**PENGEMBANGAN E-LKPD BERBASIS *PROBLEM
BASED LEARNING* PADA MATA PELAJARAN BAHASA
INDONESIA MATERI PUISI UNTUK SISWA KELAS IV
SD NO 2 SEMBUNG KABUPATEN BADUNG**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media E-LKPD berbasis *problem based learning* mata pelajaran bahasa Indonesia, (2) mengetahui kelayakan media E-LKPD berbasis *problem based learning* mata pelajaran bahasa Indonesia, dan (3) mengetahui efektivitas media E-LKPD berbasis *problem based learning* mata pelajaran bahasa Indonesia. Jenis penelitian ini mengacu pada pengembangan ADDIE yang terdiri dari lima tahapan yaitu Analisis (*Analyze*), Perancangan (*Design*), Pengembangan (*Development*), Implementasi (*Implementation*), dan Evaluasi (*Evaluation*). Pengumpulan data dalam penelitian ini menggunakan metode kuesioner/angket. Hasil penelitian pengembangan ini menyimpulkan bahwa E-LKPD berbasis *problem based learning* yang dikembangkan layak dan efektif untuk digunakan dalam proses pembelajaran dibuktikan dari: (1) hasil uji ahli rancang bangun diperoleh skor 90,90% dengan kualifikasi sangat baik, (2) kelayakan media E-LKPD berbasis *problem based learning* berdasarkan hasil uji ahli isi materi dengan skor 91,00% pada kualifikasi sangat baik, uji ahli desain 87,50% pada kualifikasi baik, uji ahli media 87,50% pada kualifikasi baik, uji coba perorangan dengan skor 100% pada kualifikasi sangat baik, dan uji coba kelompok kecil dengan skor 93% dengan kualifikasi sangat baik, serta (3) hasil uji efektivitas dengan uji-t memperoleh $t\text{-hitung} = 20,432 > t\text{-tabel} = 1,717$ pada taraf signifikansi 5% untuk $dk = 22$, dengan demikian H_0 ditolak dan H_1 diterima, maka E-LKPD dinyatakan efektif digunakan dalam proses pembelajaran di kelas IV pada materi puisi pada mata pelajaran Bahasa Indonesia.

Kata kunci: media pembelajaran E-LKPD, *Problem Based Learning*, bahasa Indonesia.

ABSTRACT

This research aims to (1) describe the design of E-LKPD media based on problem based learning for Indonesian language subjects, (2) determine the feasibility of E-LKPD media based on problem based learning for Indonesian language subjects, and (3) determine the effectiveness of E-LKPD media LKPD based on problem based learning in Indonesian language subjects. This type of research refers to the development of ADDIE which consists of five stages, namely Analysis, Design, Development, Implementation and Evaluation. Data collection in this research used a questionnaire/questionnaire method. The results of this development research concluded that the E-LKPD based on problem based learning that was developed was feasible and effective for use in the learning process as evidenced by: (1) the results of expert design tests obtained a score of 90.90% with very good qualifications, (2) the suitability of the media E-LKPD is based on problem based learning based on the results of the material content expert test with a score of 91.00% on very good qualifications, design expert test 87.50% on good qualifications, media expert test 87.50% on good qualifications, individual trial with a score of 100% with very good qualifications, and a small group trial with a score of 93% with very good qualifications, as well as (3) the results of the effectiveness test with the t-test obtained $t\text{-count} = 20.432 > t\text{-table} = 1.717$ at a significance level of 5% for $dk = 22$, thus H_0 is rejected and H_1 is accepted, then E-LKPD is declared effective for use in the learning process in class IV on poetry material in Indonesian subjects.

Keywords: *E-LKPD learning media, Problem Based Learning, Indonesian.*

