

# **PENGEMBANGAN MEDIA PEMBELAJARAN E-LEARNING BERBASIS SCHOOLOGY DENGAN GUIDED INQUIRY PADA MATA PELAJARAN PEMROGRAMAN DASAR KELAS X DI SMK NEGERI 1 SAWAN**

## **ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan dan mengimplementasikan media pembelajaran *e-learning* berbasis *Schoology* dengan *guided inquiry* pada mata pelajaran pemrograman dasar kelas X di SMK Negeri 1 Sawan. Jenis penelitian ini adalah *Research and Development* (R&D) dengan model pengembangan ADDIE. Subjek penelitian ini adalah peserta didik kelas X Multimedia SMKN 1 Sawan dengan jumlah 32 peserta didik dan seorang guru pengampu mata pelajaran pemrograman dasar. Pengambilan data pada penelitian ini menggunakan beberapa instrument diantaranya yaitu lembar validasi ahli, angket uji coba perorangan, kelompok kecil, dan lapangan serta angket respon guru dan peserta ddiik. Hasil penelitian untuk uji kevalidan media pembelajaran *e-learning* didapatkan dari hasil perhitungan rata-rata uji ahli isi, ahli media dan ahli desain pembelajaran mendapatkan rata-rata skor sebesar 1,00 dengan kriteria sangat valid. Hasil perolehan nilai *N-Gain* untuk mengetahui tingkat efektivitas media pembelajaran *e-learning* memperoleh skor sebesar 0,76 dengan kriteria efektif serta hasil rata-rata respon guru dan peserta didik memperoleh skor sebesar 48 dan 63,37 dengan kriteria sangat praktis. Dari hasil tersebut dapat disimpulkan pengembangan media pembelajaran *e-learning* telah memenuhi kriteria kualitas produk yaitu kevalidan, keefktifan, dan kepraktisan.

**Kata Kunci:** Media *E-learning*, Model Pembelajaran *Guided inquiry*, Model ADDIE.

**DEVELOPMENT OF E-LEARNING MEDIA BASED SCHOLOGY  
WITH GUIDED INQUIRY PEMROGRAMAN DASAR SUBJECT FOR THE  
X GRADE STUDENTS OF SMK NEGERI 1 SAWAN**

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**ABSTRACT**

*This study aims to develop and implement e-learning learning media on the basic programming subjects X at SMK Negeri 1 Sawan. The type of research is Research and Development (R&D) with the ADDIE development model. The subjects of this study were 32 students and teachers supporting basic programming subjects of Multimedia SMK Negeri 1 Sawan Vocational School in grade X. The data collection in this study used several instruments that prove expert validation sheets, individual trial questionnaires, small groups, and the field as well as questionnaires for the response of teachers and students. The results of the study for the validity test of e-learning learning media were obtained from the average calculation results of content experts, media experts, and instructional design experts to get an average score of 1.00 with very valid suggestions. The results of asking the value of N-Gain to obtain the level of approval of e-learning learning media obtained a score of 0.76 with effective criteria and the results of the average response of teachers and students obtained scores of 48 and 63.37 with very practical criteria. From these results, it can be concluded that the development of e-learning learning media have met the product quality criteria, namely validity, effectiveness, and practicality.*

**Keywords:** *E-learning Media, Guided Inquiry Learning Model, ADDIE Model*