

**PENGEMBANGAN MEDIA PEMBELAJARAN *E-LEARNING*
BERBASIS EDMODO DENGAN *BLENDED LEARNING* PADA MATA
PELAJARAN GEOGRAFI KELAS X DI SMA NEGERI 2 BANJAR**

Oleh

Gusti Ayu Indah Utami, NIM 1615051059

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

E-Mail: indahutami0126@gmail.com

ABSTRAK

Abstrak - Penelitian ini bertujuan untuk mengembangkan dan mengimplementasikan media pembelajaran *e-learning*, serta mengetahui bagaimana respons guru dan peserta didik terhadap media pembelajaran *e-learning* dengan model *blended learning* pada mata pelajaran geografi kelas X di SMA Negeri 2 Banjar. Penelitian ini menggunakan model pengembangan ADDIE dan penelitian ini termasuk jenis penelitian dan pengembangan (R & D). Adapun tahapan dari model pengembangan ADDIE yaitu, *analyze, design, development, implementation, evaluation*. Penelitian ini dilakukan di kelas X Bahasa dan Budaya 2 SMA Negeri 2 Banjar dengan jumlah 10 peserta didik. Dalam pengambilan data dalam penelitian ini menggunakan beberapa instrument di antaranya yaitu angket validasi ahli isi, desain pembelajaran dan media pembelajaran, angket uji perorangan, kelompok kecil dan lapangan, serta angket respons guru dan peserta didik. Hasil dari uji kevalidan media pembelajaran *e-learning* yang dihitung dari hasil validasi ahli yaitu ahli isi, desain pembelajaran, dan media mendapatkan rata-rata skor sebesar 1,00 dengan kriteria sangat valid. Hasil rata-rata dari respons guru mendapatkan skor sebesar 47 dan untuk hasil rata-rata respons peserta didik mendapatkan rata-rata sebesar 60,3 dengan kriteria sangat praktis. Simpulan dari penelitian ini yaitu media pembelajaran *e-learning* pada mata pelajaran geografi telah memenuhi kriteria kualitas produk yaitu kevalidan dan kepraktisan.

Kata kunci: *Blended Learning, Media E-Learning, Model ADDIE*

**DEVELOPMENT OF EDMODO BASED LEARNING E-LEARNING
MEDIA WITH BLENDED LEARNING IN CLASS X GEOGRAPHY
LEARNING AT SMA NEGERI 2 BANJAR**

By

Gusti Ayu Indah Utami, NIM 1615051059

Informatics Engineering Education Study Program

Informatics Engineering

Faculty of Engineering and Vocational

Ganesha University of Education

E-Mail: indahutami0126@gmail.com

ABSTRACT

Abstract - This study aims to develop and implement e-learning learning media, and find out how teachers and students respond to e-learning learning media with a blended learning model in class X geography in SMA Negeri 2 Banjar. This research uses the ADDIE development model and this research belongs to the type of research and development (R&D). The stages of the ADDIE development model are, analyze, design, development, implementation, evaluation. This research was conducted in Class X Language and Culture 2 of SMA Negeri 2 Banjar with a total of 10 students. In collecting data in this study using several instruments including the content expert validation questionnaire, learning design and learning media, individual test questionnaires, small groups and the field, as well as teacher and student response questionnaires. The results of the validation test of e-learning learning media which are calculated from the results of expert validation, namely content experts, learning designs, and media get an average score of 1.00 with very valid criteria. The average results of teacher responses get a score of 47 and for the results of the average response of students get an average of 60.3 with very practical criteria. The conclusion of this study is that e-learning media on geography subjects have met the product quality criteria, namely validity and practicality.

Keywords: Blended Learning, E-Learning Media, ADDIE Model