PENGEMBANGAN *E-MODUL* BERBASIS *REALISTIC MATHEMATICS EDUCATION* (*RME*) MATERI BILANGAN CACAH UNTUK MENINGKATKAN KEMAMPUAN PEMECAHAN MASALAH SISWA KELAS III SD NEGERI 19 DAUH PURI

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ABSTRAK

Penelitian ini bertujuan (1) Untuk mengetahui rancang bangun aplikasi *E-Modul* berbasis *Realistic Mathematics Education (RME),* (2) Untuk mengetahui kelayakan *E-Modul* berbasis *Realistic Mathematics Education (RME,* (3) Untuk mengetahui efektivitas media berbasis *Realistic Mathematics Education (RME.* Penelitian ini merupakan penelitian pengembangan menggunakan ADDIE yang terdiri dari lima tahapan, yaitu tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Metode pengumpulan data menggunakan metode tes uraian dan angket. Teknik analisis data menggunakan analisis deskriptif kuantitatif, kualitatif, dan analisis statistik inferensial. Hasil penelitian pengembangan ini berupa (1) hasil validasi isi materi pelajaran media *E-Modul* berbasis *Realistic Mathematics Education (RME)* berada pada kategori sangat baik dengan validasi isi sebesar 95,83% dengan kualifikasi sangat baik, validasi desain instruksional sebesar 95% dengan kualifikasi sangat baik, validasi media sebesar 93,75% dengan kualifikasi sangat baik, uji perorangan memperoleh skor sebesar 95,4%, dan uji kelompok kecil memperoleh 94,38%. (3) Berdasarkan hasil uji-t *sample dependent* didapatkan $t_{hitung} = 27{,}650 > t_{tabel} = 2{,}064$ dengan taraf signifikansi 5% dengan ketentuan dk = (n1 -1) = 25 – 1 = 24, sehingga H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa *E-Modul* berbasis *Realistic Mathematics Education (RME)* efektif diterapkan pada materi bilangan cacah mata pelajaran matematika siswa kelas III di SD Negeri 19 Dauh Puri.

Kata Kunci: Pengembangan, ADDIE, *E-Modul,* Bilangan Cacah, *Realistic Mathematics Education (RME).*

DEVELOPMENT OF E-MODULES BASED ON REALISTIC MATHEMATICS EDUCATION (RME) OF NUMBERED MATERIAL TO IMPROVE THE PROBLEM-SOLVING SKILLS OF GRADE STUDENTS III STUDENT OF ELEMENTARY SCHOOL 19 DAUH PURI

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ABSTRACT

This study aims to (1) To find out the design and construction of E-Module applications based on Realistic Mathematics Education (RME), (2) To determine the feasibility of E-Modules based on Realistic Mathematics Education (RME), (3) To determine the effectiveness of Realistic Mathematics Education (RME-based) media. This research is a development research using ADDIE which consists of five stages, namely the stages of analysis, design, development, implementation, and evaluation. The data collection method uses the description test and questionnaire method. Data analysis techniques use quantitative, qualitative, and inferential statistical analysis. The results of this development research are in the form of (1) the results of the validation of the content of E-Module media subject matter based on Realistic Mathematics Education (RME) are in the very good category with content validation of 95.83% with very good qualifications, instructional design validation of 95% with very good qualifications, media validation of 93.75% with very good qualifications, individual tests obtaining scores of 95.4%, and small group tests obtained 94.38%. (3) Based on the results of the sample dependent t-test, tcount = 27,650 > ttable = 2,064 with a significance level of 5% with the provision that dk = (n1 -1) = 25 – 1 = 24, so that H0 is rejected and H1 is accepted. Therefore, it can be concluded that the E-Module based on Realistic Mathematics Education (RME) is effectively applied to the number of mathematics subject matter materials for grade III students at SD Negeri 19 Dauh Puri.

Keywords*: Development, ADDIE, E-Module, Number, Realistic Mathematics Education (RME).*