

**INOVASI LKPD IPA ELEKTRONIK BERBASIS *PROBLEM BASED LEARNING* BERMUATAN BUDAYA LOKAL UNTUK PESERTA DIDIK
DI SMP**

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ABSTRAK

Penelitian ini bertujuan untuk menjelaskan dan mendeskripsikan tingkat validitas, kepraktisan, dan keterbacaan LKPD IPA Elektronik berbasis *problem based learning* bermuatan budaya lokal untuk peserta didik SMP. Jenis penelitian ini adalah penelitian pengembangan dengan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, and Evaluation*), namun pada penelitian ini dibatasi sampai tahap *development*. Subjek penelitian ini terdiri dari 2 orang dosen ahli sebagai validator, 4 orang guru IPA di SMP Negeri 1 Sukasada sebagai subjek uji kepraktisan, dan 10 orang peserta didik SMP Negeri 1 Sukasada sebagai subjek uji keterbacaan. Metode pengumpulan data yang digunakan adalah wawancara, angket, dan dokumentasi. Teknik pengumpulan data pada wawancara digunakan melalui panduan wawancara dan pada uji validasi, kepraktisan, dan keterbacaan menggunakan instrumen dalam bentuk angket. Hasil penelitian menunjukkan bahwa karakteristik dari LKPD IPA Elektronik ini yakni LKPD IPA elektronik disajikan dalam konteks budaya Bali yang diselaraskan dengan materi pesawat sederhana, yakni *tradisi meamuk-amukan* dengan tuas/pengungkit, *ngaben* dengan bidang miring, *perakitan ogoh-ogoh* dengan katrol, dan *ayunan jantra* dengan roda berporos. Disajikan melalui *platform Google Site* dengan menggunakan struktur LKPD IPA Elektronik mengikuti sintak pembelajaran *problem based learning*. Hasil uji validitas memperoleh skor sebesar 1,00 dengan kategori sangat valid, hasil uji kepraktisan mendapatkan skor 4,4 dengan kategori sangat praktis, dan hasil uji keterbacaan mendapatkan skor 4,2 dengan kategori terbaca. Berdasarkan hasil tersebut LKPD IPA Elektronik berbasis *problem based learning* bermuatan budaya lokal yang dikembangkan layak diuji ketahap selanjutnya yakni uji efektivitas pada tahap *implementation*.

Kata kunci: LKPD IPA Elektronik, *Problem Based Learning*, Budaya Bali, Model ADDIE

INNOVATION OF ELECTRONIC SCIENCE WORKSHEET BASED ON PROBLEM BASED LEARNING WITH LOCAL CULTURAL CONTENT FOR JUNIOR HIGH SCHOOL STUDENTS

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ABSTRACT

This study aims to explain and describe the level of validity, practicality, and readability of Electronic Science Worksheets based on problem-based learning containing local culture for junior high school students. This type of research is development research with the ADDIE development model (Analyze, Design, Development, Implementation, and Evaluation), but in this study it is limited to the development stage. The subjects of this study consisted of 2 expert lecturers as validators, 4 science teachers at SMP Negeri 1 Sukasada as subjects of practicality test, and 10 students of SMP Negeri 1 Sukasada as subjects of readability test. The data collection methods used were interviews, questionnaires, and documentation. The data collection technique in the interview was used through an interview guide and in the validation, practicality, and readability tests using instruments in the form of questionnaires. The results of the study show that the characteristics of this Electronic Science Worksheet are that the Electronic Science Worksheet is presented in the context of Balinese culture which is aligned with the material of simple machines, namely the tradition of amuk-amukan with a lever, ngaben with an inclined plane, assembling ogoh-ogoh with a pulley, and swinging jantra with an axle wheel. Presented through the Google Site platform using the Electronic Science Worksheet structure following the problem-based learning syntax. The validity test results obtained a score of 1.00 with a very valid category, the practicality test results obtained a score of 4.4 with a very practical category, and the readability test results obtained a score of 4.2 with a very readable category. Based on these results, the Electronic Science Worksheet based on problem-based learning containing local culture that was developed is worthy of being tested to the next stage, namely the effectiveness test at the implementation stage.

Keywords: *Electronic Science LKPD, Problem Based Learning, Balinese Culture, ADDIE Model*