

**PENGEMBANGAN *WEBSITE* MATERI VIRUS DENGAN KEARIFAN
LOKAL BERSETING *PROJECT BASED LEARNING*
PADA KELAS X SMA**

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ABSTRAK

Penelitian ini bertujuan untuk menganalisis kebutuhan pengembangan, menyusun rancang bangun, menganalisis validitas dan kepraktisan, serta menganalisis penyebarluasan media *website* materi virus dengan kearifan lokal berseting *Project Based Learning* pada kelas X SMA. Jenis penelitian ini adalah penelitian pengembangan, menggunakan model 4D yang terdiri dari empat tahapan yaitu *define*, *design*, *develop*, dan *disseminate*. Setelah media dikembangkan, dilakukan uji validitas oleh ahli materi dan ahli media. Uji kepraktisan dilakukan oleh guru biologi dan siswa kelas X.3 berdasarkan kemampuan akademik tinggi, sedang, dan rendah. Jika penyebarluasan dilakukan oleh 34 siswa dalam uji kelompok besar. Lokasi uji coba di SMA Negeri 2 Amlapura. Berdasarkan hasil penelitian didapatkan bahwa, (1) tahap *define* memperoleh bahwa media dan metode pembelajaran yang digunakan di kelas kurang optimal, serta adanya ruang komputer dan jaringan wifi di SMA Negeri 2 Amlapura, (2) tahap *design* menghasilkan rancang bangun media *website* materi virus dengan kearifan lokal berseting *Project Based Learning* di kelas X SMA yang di desain menarik dimana isi materi nya disesuaikan dengan sintak *Project Based Learning*, (3) tahap *development* dilakukan validitas media *website* materi virus dengan kearifan lokal berseting *Project Based Learning* di kelas X SMA dari segi materi sebesar 88,2% (sangat valid) dan materi sebesar 91,4% (sangat valid), kemudian uji kepraktisan oleh guru sebesar 93,7% (sangat praktis), uji perseorangan sebesar 91,5% (sangat praktis), uji kelompok kecil sebesar 92,6% (sangat praktis), (4) tahap *disseminate* dilakukan uji coba 1 kelas X.3 SMA Negeri 2 Amlapura dengan hasil 90,3% (sangat praktis). Berdasarkan hasil penelitian tersebut, media *website* materi virus dengan kearifan lokal berseting *project based learning* di kelas X SMA sangat valid dan sangat praktis untuk digunakan sebagai media pembelajaran.

Kata Kunci: media *website*, materi virus, model 4D, *project based learning*

**DEVELOPMENT OF WEBSITE ON VIRUS MATERIAL WITH LOCAL
WISDOM SET IN PROJECT- BASED LEARNING
IN CLASS X SENIOR HIGH SCHOOL**

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ABSTRACT

This study aims to analyze development needs, develop a design, analyze validity and practicality, and analyze the dissemination of website media materials on viruses with local wisdom in a Project-Based Learning setting for 10th grade high school students. This is a development study using the 4D model, which consists of four stages: define, design, develop, and disseminate. After the media was developed, validity testing was conducted by subject matter experts and media experts. Practicality testing was conducted by biology teachers and 10th grade students based on high, medium, and low academic abilities. Dissemination was conducted by 34 students in a large group test. The trial location was at SMA Negeri 2 Amlapura. Based on the research results, it was found that: (1) the define stage revealed that the media and teaching methods used in the classroom were suboptimal, and that there were computer rooms and Wi-Fi networks at SMA Negeri 2 Amlapura; (2) the design stage produced a website media design for virus material with local wisdom set in a Project-Based Learning (PBL) context for 10th-grade high school students, designed to be attractive with content tailored to the PBL syntax; (3) the development stage conducted validity testing of the website media for virus material with local wisdom set in Project Based Learning in grade X high school in terms of material at 88.2% (very valid) and material at 91.4% (very valid), then practicality testing by teachers at 93.7% (very practical), individual testing at 91.5% (very practical), and small group testing at 92.6% (very practical). (4) The dissemination stage involved a pilot test in one 10th grade class at SMA Negeri 2 Amlapura, yielding a result of 90.3% (very practical). Based on the research results, the website-based learning material on viruses with local wisdom set in a project-based learning context in Grade X high school is highly valid and highly practical for use as a learning medium.

Keyword: website media, virus material, 4D model, project-based learning