

**PENGEMBANGAN E-LKPD INTERAKTIF BERBASIS
LIVEWORKSHEET PADA MATERI PERMAINAN BULUTANGKIS
KELAS X SMK NEGERI 3 SINGARAJA**

Oleh

Nyoman Dharma Yogi, NIM 2116011050

Program Studi Pendidikan Jasmani Kesehatan dan Rekreasi

ABSTRAK

Penelitian ini dilakukan bertujuan untuk mengembangkan produk pembelajaran berupa E-LKPD interaktif berbasis *liveworksheet* pada materi permainan bulutangkis. Mengetahui tanggapan dari para ahli serta peserta didik dalam uji coba perorangan, uji coba kelompok kecil, uji coba kelompok besar dan uji kepraktisan produk terhadap bahan ajar yang dikembangkan. Model penelitian pengembangan yang digunakan adalah model ADDIE (*Analyze, Design, Development, Implementation dan Evaluation*). Metode pengumpulan data yang digunakan dalam penelitian ini menggunakan kuesioner. Teknik analisis data menggunakan teknik analisis deskriptif kualitatif dan analisis deskriptif kuantitatif. Hasil pengembangan E-LKPD interaktif berbasis *liveworksheet* yang dilakukan yakni: (a) rancang bangun pengembangan menggunakan model pengembangan ADDIE, ada lima tahapan dalam model ADDIE (*Analyze, Design, Development, Implementation dan Evaluation*). (b) berdasarkan hasil penelitian menunjukkan bahwa dari dari uji ahli isi materi memperoleh presentase skor 94,67% dengan kategori sangat baik, uji ahli desain pembelajaran memperoleh presentase skor 92,7% dengan kategori sangat baik, uji ahli media pembelajaran memperoleh skor 87,2% dengan kualifikasi baik. (c) uji coba perorangan memperoleh skor 89,67% dengan kualifikasi baik, uji coba kelompok kecil memperoleh skor 90,3% dengan kualifikasi sangat baik, uji coba kelompok besar memperoleh skor 90% dengan kualifikasi sangat baik, uji kepraktisan produk memperoleh skor 97% dengan kualifikasi sangat praktis. Dari hasil di atas maka dapat dikatakan bahwa pengembangan E-LKPD berbasis *liveworksheet* pada materi permainan bulutangkis ini dinyatakan sangat layak digunakan. Saran bagi pendidik, peserta didik dan peneliti untuk mengimplementasikan E-LKPD berbasis *liveworksheet* ini karena bahan ajar ini sangat layak digunakan.

Kata Kunci : Pengembangan, ADDIE, E-LKPD Interaktif, *Liveworksheet* Permainan Bulutangkis

**DEVELOPMENT OF INTERACTIVE E-LKPD BASED ON
LIVEWORKSHEET FOR BADMINTON MATERIAL IN CLASS X OF SMK
NEGERI 3 SINGARAJA**

By

Nyoman Dharma Yogi, NIM 2116011050

Undergraduate Physical Education, Health, and Recreation Study Program

This research was conducted with the aim of developing an interactive E-LKPD (Electronic Student Worksheet) product based on Liveworksheet for badminton game material. It also aimed to identify responses from experts and students through individual trials, small group trials, large group trials, and product practicality tests related to the developed teaching material. The development research model used is the ADDIE model (Analyze, Design, Development, Implementation, and Evaluation). The data collection method used in this study was a questionnaire. The data analysis technique employed both qualitative descriptive analysis and quantitative descriptive analysis. The results of the development of the interactive E-LKPD based on Liveworksheet are as follows: (a) The development design used the ADDIE development model, which includes five stages: Analyze, Design, Development, Implementation, and Evaluation, (b) Based on the research findings, the content expert test received a score percentage of 94.67%, categorized as very good; the instructional design expert test received a score percentage of 92.7%, also categorized as very good; and the instructional media expert test received a score of 87.2%, categorized as good, (c) The individual trial obtained a score of 89.67%, categorized as good; the small group trial obtained a score of 90.3%, categorized as very good; the large group trial obtained a score of 90%, categorized as very good; and the product practicality test obtained a score of 97%, categorized as very practical. From the above results, it can be concluded that the development of the Liveworksheet-based E-LKPD for badminton game material is considered highly feasible for use. It is recommended for educators, students, and researchers to implement this Liveworksheet-based E-LKPD, as the teaching material is highly suitable for use.

Keyword: *Development, ADDIE, Interactive E-LKPD, Liveworksheet Badminton Game*