

**PENGEMBANGAN E-MODUL INTERAKTIF BERBASIS *CoTPS*
LEARNING MODEL UNTUK MENINGKATKAN PEMAHAMAN KONSEP
BANGUN DATAR DI SD NEGERI 1 BAKTISERAGA**

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ABSTRAK

Memperoleh e-modul interaktif berbasis *CoTPS Learning Model* untuk materi bangun datar di SD Negeri 1 Baktiseraga dengan karakteristik yang dapat meningkatkan pemahaman konsep bangun datar serta memenuhi kriteria valid, praktis, dan efektif merupakan tujuan dalam penelitian ini. Pengembangan e-modul interaktif berbasis *CoTPS Learning Model* menerapkan model pengembangan 4D yang rancang Thiagarajan. Terdapat petunjuk orang tua yang dapat digunakan orang tua dalam menemani siswa belajar di rumah, latihan soal interaktif karena terdapat umpan balik dari jawaban yang diberikan siswa serta video pembelajaran yang menyajikan cuplikan aktivitas sehari-hari siswa agar siswa bisa menguasai materi dengan cepat merupakan karakteristik yang ada pada e-modul interaktif berbasis *CoTPS Learning Model*. Berdasarkan hasil penilaian dari dua orang ahli media beserta dua orang ahli materi, diperoleh rata-rata skor 4.72 dalam kriteria sangat valid. Kepraktisan e-modul ini juga telah teruji melalui penilaian angket respon guru ataupun siswa yang memperoleh skor rata-rata 4.79 dalam kriteria sangat baik. Sementara itu, pengujian keefektifan dilakukan dengan membandingkan hasil *pre test* dengan *post test*, yang mempresentasikan nilai rata-rata *pre test* sebesar 30.69 dan nilai rata-rata *post test* sebesar 85.86. Temuan tersebut mengindikasikan bahwa nilai *post test* lebih tinggi dibandingkan nilai *pre test*. Dengan menggunakan uji *N-Gain* diperoleh peningkatan pemahaman konsep sebesar 0.80 yang tergolong kategori tinggi. Dengan demikian, dapat ditarik kesimpulan bahwa e-modul interaktif berbasis *CoTPS Learning Model* yang dirancang memenuhi kriteria valid, praktis, dan efektif.

Kata-kata kunci: *E-Modul Interaktif Berbasis CoTPS Learning Model, Pemahaman Konsep, Bangun Datar*

**DEVELOPMENT OF AN INTERACTIVE E-MODULE BASED ON THE
CoTPS LEARNING MODEL TO IMPROVE CONCEPTUAL
UNDERSTANDING OF PLANE SHAPES AT SD NEGERI 1
BAKTISERAGA**

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ABSTRACT

The objective of this study is to develop an interactive e-module based on the CoTPS Learning Model for the topic of plane shapes at SD Negeri 1 Baktiseraga, featuring characteristics that can improve students' conceptual understanding of plane shapes while meeting the criteria of validity, practicality, and effectiveness. The development of the interactive e-module based on the CoTPS Learning Model employs the 4D development model designed by Thiagarajan. The e-module includes a parent guide that parents can use to assist students in learning at home, interactive practice questions that provide feedback on students' answers, and instructional videos showing snippets of students' daily activities to help students quickly master the material. These are the key features of the interactive e-module based on the CoTPS Learning Model. Based on the evaluations from two media experts and two material experts, an average score of 4.72 was obtained, placing it in the very valid category. The practicality of the e-module was also tested through response questionnaires from teachers and students, resulting in an average score of 4.79 in the very favorable category. Meanwhile, the effectiveness test was conducted by comparing the pre-test and post-test results, which showed an average pre-test score of 30.69 and an average post-test score of 85.86. These results indicate that the post-test scores were higher than the pre-test scores. Using the N-Gain test, a conceptual understanding improvement of 0.80 was obtained, which falls into the high category. Therefore, it can be concluded that the interactive e-module based on the CoTPS Learning Model meets the criteria of validity, practicality, and effectiveness.

Keywords: Interactive E-Module Based on the CoTPS Learning Model, Conceptual Understanding, Plane Shapes