

**PENGEMBANGAN *WEBSITE* MATERI EKOSISTEM BERORIENTASI
BUDAYA SUBAK DENGAN *SETTING PROBLEM BASED LEARNING*
(PBL) SEBAGAI PENGUATAN MEDIA PEMBELAJARAN MENDALAM**

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan rancang bangun *website* materi ekosistem berorientasi budaya Subak dengan *setting Problem Based Learning* (PBL) sebagai penguatan media pembelajaran mendalam, serta menganalisis tingkat validitas dan kepraktisannya. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang terdiri atas lima tahap, yaitu *analyze, design, development, implementation, dan evaluation*. Hasil penelitian menunjukkan bahwa: (1) dihasilkan rancang bangun *website* materi ekosistem berorientasi budaya Subak dengan *setting* PBL sebagai penguatan media pembelajaran mendalam untuk peserta didik kelas X SMA, yang terdiri atas bagian awal, inti, dan penutup. Bagian inti disusun berdasarkan sintaks PBL dan mengintegrasikan budaya Subak dalam penyajian fenomena kontekstual, materi, dan aktivitas pembelajaran; (2) validitas *website* berdasarkan penilaian ahli materi memperoleh persentase 87,5% dengan kriteria sangat valid dan ahli media memperoleh persentase 99,5% dengan kriteria sangat valid; (3) kepraktisan *website* berdasarkan penilaian guru memperoleh persentase 98,5% dengan kategori sangat praktis dan penilaian peserta didik memperoleh persentase 90,9% dengan kategori sangat praktis. Berdasarkan hasil penelitian tersebut, *website* materi ekosistem berorientasi budaya Subak dengan *setting* PBL sebagai penguatan media pembelajaran mendalam yang dikembangkan dinyatakan sangat valid dan sangat praktis digunakan sebagai media pembelajaran pada kelas X SMA.

Kata Kunci: ADDIE, Budaya Subak, Ekosistem, Pembelajaran Mendalam, *Problem Based Learning*, *Website* Pembelajaran.

***DEVELOPMENT OF AN ECOSYSTEM WEBSITE ORIENTED TO SUBAK
CULTURE WITH A PROBLEM BASED LEARNING (PBL) SETTING AS A
REINFORCEMENT OF DEEP LEARNING MEDIA***

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ABSTRACT

This study aimed to develop the design of an ecosystem learning website oriented toward Subak culture with a Problem-Based Learning (PBL) setting to strengthen deep learning and to analyze its validity and practicality. The study employed a Research and Development (R&D) method using the ADDIE model, which consisted of five stages: analysis, design, development, implementation, and evaluation. The results showed that: (1) an ecosystem learning website oriented toward Subak culture with a PBL setting was successfully developed for tenth-grade senior high school students. The website consisted of introductory, core, and closing sections, with the core section designed based on PBL syntax and integrating Subak culture through contextual phenomena, learning materials, and learning activities; (2) the validity assessment indicated that the website was highly valid, with a score of 87.5% from material experts and 99.5% from media experts; and (3) the practicality assessment indicated that the website was highly practical, with scores of 98.5% from teachers and 90.9% from students. Based on these findings, the ecosystem learning website oriented toward Subak culture with a PBL setting to strengthen deep learning was categorized as highly valid and highly practical. Therefore, it can be used as a learning medium to support ecosystem learning for tenth-grade senior high school students.

Keywords: ADDIE, Deep Learning, Ecosystem, Learning Website, Problem Based Learning, Subak Culture.