

**PENGEMBANGAN *CONTENT* PEMBELAJARAN
BERORIENTASI *DISCOVERY LEARNING* PADA
MATA PELAJARAN BAHASA INDONESIA
KELAS X DI SMK N 2 SINGARAJA**

Oleh

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ABSTRAK

Abstrak - Penelitian ini bertujuan untuk mengembangkan dan mengimplementasikan media pembelajaran *e-learning*, serta mengetahui bagaimana respons guru dan peserta didik terhadap media pembelajaran *e-learning* dengan model *discovery learning* pada mata pelajaran Bahasa Indonesia kelas X di SMK Negeri 2 Singaraja. Penelitian ini menggunakan model pengembangan ADDIE dan penelitian ini termasuk jenis penelitian dan pengembangan (R & D). Adapun tahapan dari model pengembangan ADDIE yaitu, *analyze, design, development, implementation, evaluation*. Penelitian ini dilakukan di kelas X A 5 SMK Negeri 2 Singaraja dengan jumlah 10 peserta didik. Dalam pengambilan data dalam penelitian ini menggunakan beberapa instrument di antaranya yaitu angket validasi ahli isi, dan validasi ahli media-desain pembelajaran, angket uji perorangan, kelompok kecil dan lapangan, serta angket respons guru dan peserta didik. Hasil dari uji kevalidan media pembelajaran *e-learning* yang dihitung dari hasil validasi ahli yaitu ahli isi, desain pembelajaran, dan media mendapatkan rata-rata skor sebesar 1,00 dengan kriteria sangat valid. Hasil rata-rata dari respons guru mendapatkan skor sebesar 47 dan untuk hasil rata-rata respons peserta didik mendapatkan rata-rata sebesar 60,3 dengan kriteria sangat praktis. Simpulan dari penelitian ini yaitu media pembelajaran *e-learning* pada mata pelajaran Bahasa Indonesia telah memenuhi kriteria kualitas produk yaitu kevalidan dan kepraktisan.

Kata kunci: *Discovery Learning, Media E-Learning, Model ADDIE*

**LEARNING CONTENT DEVELOPMENT BASED ON
DISCOVERY LEARNING MODEL FOR THE INDONESIAN
SUBJECTS AT CLASS X SMKN 2 SINGARAJA**

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ABSTRACT

Abstract - This study aims to develop and implement the e-learning media, as well as to find out the responses from teachers and students regarding e-learning media in reference to the discovery learning model for the Indonesian Subjects at SMK Negeri 2 Singaraja. This study applies the ADDIE development model and it belongs to the research and development (R & D) type. The stages of the ADDIE development model comprise of analyze, design, development, implementation, evaluation. This research was conducted at class X A 5 SMK Negeri 2 Singaraja with a total of 10 students. Several instruments were used in collecting data for this study including validation questionnaires from content experts and media-design specialists, questionnaires for individuals, small groups and fields, as well as questionnaires to see the responses from teacher and students. The results of the validity test of the e-learning media which were calculated from the results of expert validations such as content experts, learning design specialists, and media experts get an average score of 1.00 with very valid criteria. The average result of the teachers' response accounted for a score of 47 and the average result the students' response got an average of 60.3 as very practical criteria. This study concludes that the e-learning media for the Indonesian subjects has met the product quality criteria for both validity and practicality.

Keywords: Discovery Learning, E-Learning Media, ADDIE Model