ABSTRAK

Dian Fitri Ningtias: Pembuatan Bahan Ajar Berbasis *Web* Interaktif pada Konsep Laju Reaksi

Penelitian ini bertujuan untuk mendeskripsikan setiap tahap pembuatan, tampilan, serta analisis hasil uji validasi, dan kelayakan bahan ajar berbasis *web* interaktif pada konsep laju reaksi. Metode penelitian yang digunakan adalah *Design Based Research* (*DBR*) yang terdiri dari dua tahap utama yaitu: 1) tahap pembuatan produk meliputi tahap analisis, tahap perancangan, dan tahap pengembangan produk; 2) tahap pengujian produk meliputi uji validasi serta kelayakan baik dari aspek pembelajaran, penyajian materi, maupun aspek tampilan. Produk yang dihasilkan berupa bahan ajar berbasis *web* interaktif pada konsep laju reaksi yang disajikan dalam bentuk teks, gambar, dan video animasi. Validasi dilakukan oleh tiga validator ahli. Secara umum hasil rata-rata uji validasi dalam bentuk r_{hitung} yaitu 0,74 dapat dinyatakan valid. Produk telah melalui tahap revisi berdasarkan saran perbaikan selama proses pembuatan. Selanjutnya produk diuji kelayakan kepada responden terbatas. Hasil uji kelayakan menghasilkan rata-rata 94% responden setuju terhadap semua kriteria dalam *web*. Hal tersebut menunjukkan bahwa bahan ajar berbasis *web* interaktif pada konsep laju reaksi layak digunakan sebagai bahan ajar.

Kata kunci: laju reaksi, *web* interaktif.

ABSTRACT

Dian Fitri Ningtias: *Making Interactive Web Based Learning Materials on the Concept of Reaction Rate*

This study aims to describe each stage of making, displaying, and analyzing the results of the validation test, and the feasibility of interactive web-based teaching materials on the concept of reaction rate. The research method used is Design Based Research (DBR) which consists of two main stages, namely: 1) the stage of product manufacturing includes the analysis phase, the design phase, and the product development stage; 2) the product testing stage includes validation and feasibility tests both from the learning aspect, material presentation, as well as the display aspect. The resulting product is an interactive web-based teaching material on the concept of reaction rate which is presented in the form of text, images, and animated videos. Validation is carried out by three expert validators. In general the results of the average validation test in the form of $r_{calculating}$ *0.74 can be declared valid. The product has undergone a revision phase based on suggestions for improvement during the manufacturing process. Furthermore the product is tested for limited feasibility to respondents The results of the feasibility test resulted in an average of 94% of respondents agreeing to all criteria on the web. This shows that interactive web-based teaching material on the concept of reaction rate is appropriate to be used as teaching material.*

Keywords: interactive web, reaction rate.