

## ABSTRAK

### **Syifa Fauziah Widyana Putri “Pengembangan E-Modul *Math Trail* Berbasis *Math City Map* Untuk Meningkatkan Kemampuan Pemecahan Masalah Matematis Siswa**

Penelitian ini bertujuan untuk: (1) mengembangkan E-Modul *Math Trail* berbasis *Math City Map*; (2) mengetahui kelayakan E-Modul *Math Trail* berbasis *Math City Map*; (3) mengetahui efektivitas E-Modul *Math Trail* berbasis *Math City Map*; (4) mengetahui praktikalitas E-Modul *Math Trail* berbasis *Math City Map*. Penelitian ini adalah penelitian dan pengembangan (Research and Development) yang mengadaptasi model pengembangan ADDIE. Subjek dalam penelitian ini adalah siswa kelas VII pada salah satu MTs di Kota Bandung, ahli materi, ahli media dan objek penelitian adalah pengembangan E-Modul *Math Trail* berbasis *Math City Map*. Hasil penelitian menunjukkan: (1) proses pengembangan sesuai dengan tahapan model ADDIE yaitu Analysis, Design, Development, Impelementation, dan Evaluation; (2) Kelayakan E-Modul *Math Trail* berbasis *Math City Map* pada pembelajaran matematika berdasarkan tingkat validitas diperoleh nilai 91,03 (sangat valid); (3) Efektivitas E-Modul *Math Trail* berbasis *Math City Map* pada uji coba skala besar diperoleh persentase 75,00% (efektif); (4) Praktikalitas E-Modul *Math Trail* berbasis *Math City Map* pada uji coba skala besar diperoleh nilai 83,00 (sangat praktis).

**Kata kunci:** E-Modul, *Math Trail*, *Math City Map*, Pemecahan Masalah Matematis



## **ABSTRACT**

*This research aims to: (1) develop an E-Module Math Trail based on Math City Map; (2) determine the feasibility of the E-Module Math Trail based on Math City Map; (3) assess the effectiveness of the E-Module Math Trail based on Math City Map; (4) evaluate the practicality of the E-Module Math Trail based on Math City Map. This study is a research and development (R&D) study that adapts the ADDIE development model. The subjects of this research are 7th-grade students at one of the Islamic Junior High Schools (MTs) in Bandung City, content experts, media experts, and the research object is the development of the E-Module Math Trail based on Math City Map. The research findings indicate that: (1) the development process follows the stages of the ADDIE model, namely Analysis, Design, Development, Implementation, and Evaluation; (2) the feasibility of the E-Module Math Trail based on Math City Map in mathematics learning based on validity level obtained a score of 91.03 (highly valid); (3) the effectiveness of the E-Module Math Trail based on Math City Map in a large-scale trial obtained a percentage of 75.00% (effective); (4) the practicality of the E-Module Math Trail based on Math City Map in a large-scale trial obtained a score of 83.00 (highly practical).*

**Keywords:** *E-Module, Math Trail, Math City Map, Mathematical Problem Solving*

