

ABSTRAK

Muhammad Ar Ridha Agahari. 1172080043. 2024. Pengembangan E-Modul Berbasis Android Berorientasi Multipel Representasi Pada Materi Reaksi Redoks

Penelitian ini bertujuan untuk mendeskripsikan tampilan media pembelajaran e-modul berbasis android berorientasi multipel representasi pada materi reaksi redoks, menganalisis hasil uji validasi dan uji kelayakan media. Metode penelitian yang digunakan adalah Research and Development (R&D) dengan model ADDIE (analysis, design, development, implementation, and evaluation) yang dimodifikasi menjadi tiga tahapan saja, yaitu sampai tahap development. Tampilan e-modul terdiri dari lima menu utama, yaitu pendahuluan, uraian materi, diskusi, quiz, dan profil pengembang. E-modul menyajikan materi reaksi dilengkapi gambar, animasi, video, dan multipel representasi yang berkaitan dengan materi reaksi redoks. Hasil uji validasi media diperoleh nilai rata-rata rhitung sebesar 0,91 dan uji validasi materi sebesar 0,81. Hasil uji kelayakan diperoleh rata-rata persentase 83,43%. Berdasarkan hasil uji validasi dan kelayakan produk e-modul ini layak digunakan dalam proses pembelajaran.

Kata kunci: E-modul, android, multipel representasi, reaksi redoks.



ABSTRACT

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This study aims to describe the appearance of android-based e-module learning media oriented to multiple representations on redox reaction material, analyzing the results of validation tests and media feasibility tests. The research method used is Research and Development (R&D) with the ADDIE model (analysis, design, development, implementation, and evaluation) which is modified into only three stages, namely until the development stage. The e-module display consists of five main menus, namely introduction, material description, discussion, quiz, and developer profile. The e-module presents reaction material equipped with images, animations, videos, and multiple representations related to redox reaction material. The results of the media validation test obtained an average r count of 0.91 and a material validation test of 0.81. The results of the feasibility test obtained an average percentage of 83.43%. Based on the results of the validation and feasibility tests, this e-module product is suitable for use in the learning process.

Keywords: E-module, android, multiple representations, redox reaction.

