

ABSTRAK

Rahmi, Putri Rioni. 2022. Pengembangan E-LKPD Interaktif Berbantuan Aplikasi Google Slide Pada Materi Jaringan Tumbuhan. Skripsi. Tanjungpinang: Jurusan Pendidikan Biologi Fakultas Keguruan dan Ilmu Pendidikan, Universitas Maritim Raja Ali Haji. Pembimbing I: Assist. Prof. Erda Muhartati, S.Si., M.Si. Pembimbing II: Assist. Prof. Adam Fernando S.Pd., M.Pd.

Kata Kunci: Google Slide, Jaringan Tumbuhan, Media Interaktif.

Penelitian ini bertujuan untuk menghasilkan media interaktif pada materi jaringan tumbuhan yang valid, praktis dan efektif untuk digunakan pada kegiatan pembelajaran siswa kelas XI SMA. Penelitian ini merupakan penelitian dan pengembangan *Research and Development* (R&D) dengan model penelitian 4-D. Penelitian ini memiliki 4 tahap pengembangan yaitu *Define* (pendefinisian) terdiri dari tahap analisis kurikulum, analisis karakteristik siswa dan analisis situasi atau lingkungan sekolah. *Design* (perancangan), *Develop* (pengembangan) yang terdiri atas validasi ahli media, validasi ahli materi, uji praktikalitas oleh guru dan peserta didik, serta uji efektivitas, dan *Disseminate* (penyebaran). Instrumen yang digunakan adalah lembar validasi ahli materi dan ahli media, lembar praktikalitas guru dan siswa, lembar evaluasi *post-test*. Hasil validasi materi dan media oleh ahli media didapatkan hasil rata-rata sebesar 84,98% dan termasuk dalam kategori sangat valid. Hasil angket praktikalitas oleh siswa dan guru didapatkan hasil rata-rata sebesar 83,92% dikategorikan sangat praktis. Hasil efektivitas melalui hasil belajar (*post-test*) didapatkan hasil rata-rata 65% masuk dalam kategori efektif.

ABSTRACT

Rahmi. Putri Rioni. 2022. Development of Interactive E-LKPD Asisted by Google Slide Apllication on Plant Tissue Material. Skripsi. Tanjungpinang: Biology Eduction Study Program, Faculty of Teacher Training and Education, University Of Marutime Raja Ali Haji. Supervisor I: Assist. Prof. Erda Muhartati, S.Si., M.Si. Supervisor II: Assist. Prof. Adam Fernando S.Pd., M.Pd.

Keywords: Google Slide, Interactive Multimedia, Plant Tissue

This study aims to produce an interactive media on plant tissue material that is valid, practical and effective for use in the learning activities of class XI high school students. This research is a research and development Research and Development (R&D) with the 4-D research model of Thiagarajan, Semmel, and Emmel. This research has 4 stages of development: Define (definition) consisting of the curriculum analysis stage, analysis of student characteristics and analysis of the situation or school environment. Design (design), Develop (development) which consists of validation of media experts, validation of material experts, practicality tests by teachers and students, as well as effectiveness tests, and Disseminate (dissemination). The instruments used were material expert and media expert validation sheets, teacher and student practice sheets, and post-test evaluation sheets. The results of material and media validation by media experts obtained an average result of 84.98% and included in the very valid category. The results of the practicality questionnaire by students and teachers obtained an average result of 83.92% categorized as very practical. The results of effectiveness through learning outcomes (post-test) obtained an average result of 65% included in the effective category.