

Pengembangan Bahan Ajar Digital Materi Peluang Berbasis *Challenge Based Learning* Untuk Siswa SMA

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ABSTRAK

Penelitian bertujuan untuk mengembangkan bahan ajar digital berbasis *challenge based learning* dalam materi peluang yang valid, praktis dan memiliki efek potensial terhadap hasil belajar peserta didik. Metode penelitian yang digunakan adalah penelitian pengembangan (*research and development*) dengan mengadaptasi model pengembangan ADDIE yang terdiri dari tahapan *analysis*, *design*, *development*, *implementation*, dan *evaluation*. Uji coba penelitian ini dilakukan pada siswa kelas X SMA Negeri 4 Palembang. Teknik pengumpulan data meliputi lembar angket validasi, angket respon peserta didik, dan tes hasil belajar. Analisis data menggunakan deskriptif kuantitatif untuk menganalisis kevalidan, kepraktisan dan efek potensial. Hasil penelitian menunjukkan bahwa produk yang dikembangkan pada kriteria “sangat valid” dengan rata-rata sebesar 88,66%. Angket respon peserta didik menunjukkan hasil pada kriteria “sangat praktis” dengan rata-rata sebesar 89,67 %. Sementara, hasil belajar peserta didik dengan rata-rata sebesar 90,83% yang berarti memiliki efek potensial.

Kata Kunci: bahan ajar digital, challenge based learning, materi peluang

***Development of Digital Teaching Materials Opportunity Based Materials
Challenge Based Learning For High School Students***

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ABSTRACT

The study aims to develop valid, practical, and potentially effective digital teaching materials based on challenge-based learning in probability. The research method used is research and development, adapting the ADDIE development model, which consists of the stages of analysis, design, development, implementation, and evaluation. This research was conducted in class X of SMA Negeri 4 Palembang. Data collection techniques included validation questionnaires, student response questionnaires, and learning outcome tests. Data analysis used quantitative descriptive methods to assess validity, practicality, and potential impact. The research results indicated that the developed product met the “highly valid” criterion with an average score of 88.66%. The student response questionnaire showed results under the “highly practical” criterion with an average of 89.67%. Meanwhile, student learning outcomes averaged 90.83%, indicating a potential effect..

Keywords: digital instructional materials, challenge based learning, opportunities