

ABSTRAK

Modul elektronik merupakan media pembelajaran yang menggunakan media *audio-visual* dalam penyajian materinya untuk mempermudah peserta didik dalam belajar. Penelitian ini menggunakan metode penelitian *Research and Development* yaitu suatu penelitian yang menghasilkan sebuah produk. Penelitian ini menggunakan model pengembang *ADDIE* (*Analysis, Design, Development, Implementation, and Evaluation*) yang hanya sampai pada tahap *development*. Teknik pengumpulan data dilakukan dengan cara melakukan observasi, wawancara, dokumentasi, serta angket validasi dan praktikalitas yang diberikan kepada responden. Media pembelajaran berupa *e-modul* dibuat dengan aplikasi *Canva*. Hasil dari pengembangan *e-modul* berbasis *discovery learning* pada materi sistem ekskresi kelas XI SMA/MA divalidasi oleh para ahli diantaranya ahli media dengan hasil 85% (sangat valid), ahli bahasa 95% (sangat valid), dan ahli materi 92,5% (sangat valid) dengan hasil rata-rata validasi 91% yang dikategorikan “sangat valid” dan layak digunakan. Hasil uji coba praktikalitas *e-modul* berbasis *discovery learning* pada materi sistem ekskresi kelas XI SMA/MA memperoleh nilai pendidik 97% (sangat praktis), *one-to-one evaluation* 94% (sangat praktis) dan *small group* 92,5% (sangat praktis) dengan nilai rata-rata 94,5% yang dikategorikan “sangat praktis” untuk diterapkan di proses pembelajaran.

Kata kunci: *E-Modul*, *ADDIE*, Sistem Ekskresi, *Canva*

ABSTRACT

Electronic modules are learning media that use *audio-visual* media in the presentation of material to make it easier for students to learn. This research uses the *Research and Development* research method, which is a study that produces a product. This research uses the *ADDIE* (*Analysis, Design, Development, Implementation, and Evaluation*) development model which reaches the *development* stage. Data collection techniques are carried out by conducting observations, interviews, documentation, as well as validation and practicality questionnaires given to respondents. Learning media in the form of *e-modules* is made with the *Canva application*. The results of the development of *discovery learning-based e-modules* on class XI SMA / MA excretion system materials were validated by experts including media experts with 85% results (very valid), 95% linguists (very valid), and 92.5% material experts (very valid) with an average validation result of 91% which is categorized as "very valid" and feasible to use. The results of the discovery learning-based *e-module* practicality trial on class XI SMA / MA excretion system material obtained an educator score of 97% (very practical), a one-to-one evaluation of 94% (very practical) and *a small group* of 92.5% (very practical) with an average score of 94.5% which is categorized as "very practical" to be applied in the *learning* process.

Keywords: E-Module, ADDIE, Excretion System, Canva