

Siti Ayu Wulandari, 2024. *Pengembangan Aplikasi Pembelajaran “Oasis Sulfur” Berbasis Etnosains Wisata Sumber Belerang Sumenep untuk Meningkatkan Literasi Sains Siswa*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ana Yuniasti Retno Wulandari.

ABSTRAK

Penelitian ini merupakan penelitian *Research and Development* (R&D) dengan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, and Evaluation*). Tujuan penelitian ini adalah untuk mengetahui kelayakan, respons, dan keterbacaan, serta peningkatan literasi sains siswa terhadap aplikasi pembelajaran “oasis sulfur” berbasis etnosains wisata sumber belerang Sumenep. Populasi dalam penelitian ini adalah kelas VIII di SMPN 2 Larangan Pamekasan. Sampel siswa yang digunakan adalah kelas VIII-D dengan teknik pengambilan sampel *purposive sampling* dengan jenis penelitian *One-Group Pretest-Posttest Design*. Hasil penelitian menunjukkan a) Kelayakan produk dengan kategori validitas sangat tinggi (berdasarkan aspek media 1, dan aspek materi 1), b) Hasil rata-rata penilaian respons siswa terhadap aplikasi pembelajaran “oasis sulfur” memperoleh kategori sangat baik (91.17%), c) Hasil rata-rata penilaian keterbacaan aplikasi pembelajaran “oasis sulfur” memperoleh kategori sangat baik (89.63%), d) Aplikasi yang dikembangkan mampu meningkatkan literasi sains siswa dengan perolehan nilai *N-Gain* sebesar 0,57 dengan kategori sedang.

Kata kunci: Aplikasi Pembelajaran, Etnosains, Literasi Sains, Sumber Belerang

Siti Ayu Wulandari, 2024. *Development of the "Sulfur Oasis" Learning Application Based on Sumenep Sulfur Source Tourism Ethnoscience to Improve Students' Scientific Literacy*. Thesis, Science Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor: Ana Yuniasti Retno Wulandari.

ABSTRACT

This research is Research and Development (R&D) research with the ADDIE (Analyze, Design, Development, Implementation, and Evaluation) development model. The aim of this research is to determine the feasibility, response and readability, as well as increasing students' scientific literacy regarding the ethnoscience-based "sulfur oasis" learning application for Sumenep sulfur source tourism. The population in this study was class VIII at SMPN 2 Larangan Pamekasan. The student sample used was class VIII-D using a purposive sampling technique with the research type One-Group Pretest-Posttest Design. The results of the research show a) The feasibility of the product with a very high validity category (based on media aspect 1, and material aspect 1), b) The average results of student response assessments on the "sulfur oasis" learning application obtained a very good category (91.17%), c) The average results of the readability assessment of the "sulfur oasis" learning application were in the very good category (89.63%), d) The application developed was able to increase students' scientific literacy with an N-Gain score of 0.57 in the medium category.

Keywords: *Learning Applications, Ethnoscience, Scientific Literacy, Sulfur Sources*