

Rezty Maulidyanuri. 2024. *Pengembangan E-Modul Berbasis Experiential Jelajah Alam Sekitar Terhadap Pemahaman Konsep Siswa*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Aida Fikriyah.

ABSTRAK

Penelitian ini bertujuan untuk 1) mengetahui kelayakan e-modul berbasis *experiential* jelajah alam sekitar, 2) mengetahui pemahaman konsep siswa setelah menggunakan e-modul berbasis *experiential* jelajah alam sekitar, dan 3) mengetahui respons siswa terhadap e-modul berbasis *experiential* jelajah alam sekitar. Jenis penelitian yang digunakan adalah *Research and Development (R&D)* dengan model pengembangan ADDIE. Penelitian ini dilakukan di UPTD SMPN 1 Klampis di kelas VII-B tahun ajaran 2023/2024. Data dikumpulkan dengan observasi, wawancara, angket, tes, dan dokumentasi. Berdasarkan hasil penelitian dapat disimpulkan: 1) e-modul berbasis *experiential* jelajah alam sekitar dinyatakan layak untuk digunakan dengan uji validitas materi sebesar 89,06% dengan kategori sangat valid dan uji reliabilitas materi sebesar 96,43% dengan kategori sangat reliabel, uji validitas media sebesar 97,92% dengan kategori sangat valid dan uji reliabilitas media sebesar 97,62% dengan kategori sangat reliabel, 2) e-modul berbasis *experiential* jelajah alam sekitar dapat membantu siswa dalam menemukan pemahaman konsepnya dengan hasil rata-rata tes pemahaman konsep siswa sebesar 70,00% dengan kategori baik, 3) e-modul berbasis *experiential* jelajah alam sekitar mendapatkan respons yang sangat positif dari siswa dengan hasil rata-rata respons siswa sebesar 83,98% dengan kategori sangat positif.

Kata kunci: e-modul, *experiential* jelajah alam sekitar, klasifikasi makhluk hidup, pemahaman konsep siswa

Rezty Maulidyanuri. 2024. *Development of an E-Module Based on Experiential Exploration of the Natural Environment for Students' Understanding of Concepts*. Thesis, Science Education Study Program, Faculty of Education, Trunojoyo Madura University. Advisor: Aida Fikriyah.

ABSTRACT

This research aims to 1) determine the feasibility of an e-module based on experiential exploration of the surrounding nature, 2) determine students' conceptual understanding after using an e-module based on experiential exploration of the surrounding nature, and 3) determine students' responses to the e-module based on experiential exploration of the surrounding nature. The type of research used is Research and Development (R&D) with the ADDIE development model. This research was conducted at UPTD SMPN 1 Klampis in class VII-B for the 2023/2024 academic year. Data was collected by observation, interviews, questionnaires, tests and documentation. Based on the research results, it can be concluded: 1) the e-module based on experiential exploration of the surrounding nature was declared suitable for use with a material validity test of 89.06% in the very valid category and a material reliability test of 96.43% in the very reliable category, media validity test amounting to 97.92% with a very valid category and a media reliability test of 97.62% with a very reliable category, 2) e-modules based on experiential exploration of the surrounding nature can help students find understanding of their concepts with the average results of student concept understanding tests of 70.00% in the good category, 3) the experiential-based e-module exploring the surrounding nature received a very positive response from students with an average student response of 83.98% in the very positive category.

Keywords: e-module, experiential exploration of the natural environment, classification of living things, students' understanding of concepts