

Alvian Perdana Kusuma. 2021. *Pengembangan Perangkat Pembelajaran Berbasis Problem Based Learning materi Instalasi Sistem Operasi*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I Puji Rahayu Ningsih, S.Pd., M.Pd., Pembimbing II Etistika Yuni Wijaya, S.Pd., M.Pd.,

ABSTRAK

Penelitian ini dilatar belakangi karena pembelajaran dengan metode ceramah yang hanya berfokus pada guru akan membuat siswa bosan dan tidak menimbulkan interaktif pada pembelajaran komputer dan jaringan dasar. Penelitian ini bertujuan supaya siswa lebih aktif saat memecahkan masalahnya secara berkelompok sehingga pembelajaran akan berpusat pada siswa. Penelitian ini menggunakan model pengembangan 4-D yang terdiri dari tahap pendefinisian (*define*), tahap perancangan (*design*), tahap pengembangan (*develop*), tahap penyebaran (*desseminate*). Peneliti mengembangkan perangkat pembelajaran yang berupa Rencana Pelaksanaan Pembelajaran (RPP), Lembar Kerja Kelompok (LKK) dan Soal Tes Hasil belajar dengan berbasis *Problem Based Learning*. Penelitian pengembangan perangkat pembelajaran berbasis *Problem Based Learning* pada materi instalasi sistem operasi kelas X TKJ SMKN 1 Blega bertujuan untuk mengetahui kelayakan produk berdasarkan aspek kevalidan, kepraktisan dan keefektifan. Hasil penelitian menunjukkan bahwa berdasarkan aspek kevalidan RPP diperoleh hasil 79,41%, LKK diperoleh hasil 80%, Soal Tes Hasil Belajar diperoleh hasil 75,55%. Sedangkan untuk aspek kepraktisan yang dinilai oleh guru dan siswa dalam bentuk angket diketahui total yang diperoleh dari LKK memperoleh hasil 86,66% dari guru dan dari siswa memperoleh hasil 86,00% untuk LKK, sedangkan untuk penilaian angket soal tes hasil belajar memperoleh hasil 86,66%. Namun aspek keefektifan tidak dapat dilakukan dikarenakan adanya pandemi COVID-19 sehingga tidak dapat menerapkan secara langsung pada proses pembelajaran.

Kata Kunci: RPP, LKK, Soal Tes Hasil Belajar, *Problem Based Learning*.

Alvian Perdana Kusuma.2021. *Development of learning tools based on Problem Based Learning on operating system installation material*. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University Madura. Advisor I Puji Rahayu Ningsih, S.Pd., M.Pd., Advisor II Etistika Yuni Wijaya, S.Pd., M.Pd.,

ABSTRACT

This research is motivated because learning by lecture method that focus only on teacher will bore students and not create interactive on computer study and a basic network. This study aims to make students more active when solve problems in groups so that learning will be student centered. This research uses 4-D model of development the step of defining (*define*), design stage (*design*), development stage (*develop*), deployment stage (*desseminate*). researchers develop learning tools in the form of learning implementation plans, group worksheet and Learning Test by using *Problem Based Learning* method. Development of learning tools based on Problem Based Learning on operating system installation material class X Computer and Network Technology VOCATIONAL SCHOOL Blega aims to determine the feasibility of the product based on aspects of validity, practicality and effectiveness. The result showed that based on the aspects of the validity of the learning implementation plans the result were 79,41%, group worksheet the result were 80%, learning test question obtained result were 75,55%. While for the practicality aspect assessed by teacher and students in the form of a questionnaire, it is known that the total obtained from the group worksheet obtained 86,66% result from the teacher and from students got the result 86,00% for group worksheet, while for the assessment of the questionnaire on the learning outcomes test the result obtained 86,00%. But the effectiveness aspect cannot be carried out due to the COVID-19 pandemic so that it cannot be applied directly to learning process

Keywords: Learning Implementation Plans, Group Worksheet, Learning Outcomes Test Questions, *Problem Based Learning*.