

Sholehuddin. 2022. *Pengembangan Perangkat Pembelajaran Model Pembelajaran Project Based Learning Berbantuan Quizizz pada Mata Pelajaran Pemrograman Dasar*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Muhammad Afif Effindi.

ABSTRAK

Tujuan penelitian pengembangan ini adalah untuk mengembangkan sebuah RPP, THB dan LKK pada mata pelajaran pemrograman dasar yang valid, praktis dan layak digunakan. Model pengembangan yang digunakan dalam penelitian ini adalah model pengembangan 4D. Model ini dikembangkan oleh Thiagarajan, dkk yang terdiri dari 4 langkah yaitu: (1) *Define*, (2) *Design*, (3) *Develop*, (4) *Desseminate*. Berdasarkan hasil validasi para ahli didapatkan hasil persentase sebagai berikut: Kevalidan RPP sebesar 88,57% dengan kualifikasi “layak dan tidak perlu direvisi”, kevalidan LKK sebesar 72,45% dengan kualifikasi “layak dan tidak perlu direvisi”, kevalidan THB sebesar 75,8% “sangat layak dan tidak perlu direvisi”. Sedangkan kevalidan pada tahap uji coba kelompok kecil persentase 85,33% untuk LKK dan 81,67% untuk THB dengan kualifikasi “sangat layak dan tidak perlu revisi”. Dengan nilai yang diperoleh dinyatakan bahwa perangkat pembelajaran yang digunakan mendapatkan kriteria layak digunakan. Dengan demikian LKK dan THB dapat diterapkan dalam pembelajaran dan dapat memfasilitasi siswa dalam belajar.

Kata kunci: perangkat pembelajaran, model pembelajaran *project based learning*, *quizizz*, pemrograman dasar.

Sholehuddin. 2022. *The Development of Learning Devices using Problem-Based Learning Model Assisted by Quizizz in Basic Programming Subjects*. Thesis, Informatics Education Study Program, Faculty of Education, University of Trunojoyo, Madura. Supervisor: Muhammad Afif Effindi.

ABSTRACT

This development research aims to develop an *RPP* (lesson plan), *THB* (examination), and *LKK* (group work worksheet) on basic programming subjects that are valid, practical, and usable. The development model used in this research was the 4D development model. This model was developed by Thiagarajan, et al which consists of 4 steps. They are (1) *Define*, (2) *Design*, (3) *Develop*, (4) *Disseminate*. Based on the results of the validation of the experts, the percentage results were obtained as follows: The validity of the *RPP* is 88.57% with the qualification of "appropriate and does not need to be revised", the validity of the *LKK* is 72.45% with the qualification of "appropriate and does not need to be revised", the validity of the *THB* is 75, 8% "very appropriate and does not need revision". Meanwhile, the percentage of validity at the small group trial stage is 85.33% for *LKK* and 81.67% for *THB* with the qualification "very appropriate and does not need revision". With the value obtained, it is stated that the learning devices which are used get the criteria "appropriate to be used". Thus, *LKK* and *THB* can be applied in learning and can facilitate students' learning.

Keywords: Learning Devices, Problem-Based Learning Model, Quizizz, Basic Programming.