PENGEMBANGAN PROGRAM PERKULIAHAN VERTEBRATA BERBASIS *LEARNING OBJECT*, UNTUK MENINGKATKAN KEMAMPUAN MAHASISWA MENGEMBANGKAN BAHAN AJAR BERBASIS TIK

ABSTRAK

Penelitian ini bertujuan mengembangkan program perkuliahan Vertebrata berbasis *learning object* yang diimplementasikan dengan menggunakan sistem *e-learning* untuk meningkatkan kemampuan mahasiswa mengembangkan bahan ajar berbasis TIK. Penelitian ini dilaksanakan disebuah LPTK di DKI Jakarta dengan jumlah partisipan sebanyak 25 orang. Metode penelitian yang digunakan adalah metode *Research and Development* (R&D), dengan desain *one group pretest-posttest design.* Penelitian ini menghasilkan program perkuliahan berbasis *learning object* yang dapat diakses di www.moodle.hanasusanti.com. Selama implementasi, aktivitas mahasiswa yang meliputi kehadiran, diskusi, kuis, dan tugas mandiri, berada dalam kategori baik. Setelah implementasi dilakukan mahasiswa sudah mampu mengembangkan bahan ajar berbasis TIK yang bervariasi. Bahan ajar yang dikembangkan meliputi blog (*wordpress*), website (*wix, webnode, website* UIN, dan *website* berbayar lainnya), serta aplikasi dengan memanfaatkan android, *macromedia, prezi*, dan *power point inspiring.* Bahan ajar tersebut juga mendapat rata-rata respon yang baik dari siswa dan nilai yang baik dari evaluator.

Kata kunci*: learning object, vertebrata, research and development , e-learning*, bahan ajar berbasis TIK, *wordpress, wix, webnode, macromedia, prezi*, android.

DEVELOPMENT OF VERTEBRATE LECTURING PROGRAM BASED ON LEARNING OBJECT TO IMPROVING STUDENTS DEVELOP TEACHING MATERIALS SKILLS BASED ON ICT

Baiq Hana Susanti (1006977)

ABSTRACT

This study aims to develop a lecture-based Vertebrate learning program aimed at improving student's ability to develop ICT-based teaching materials. This research was conducted in Education University in DKI Jakarta with 25 students chosen by purposive sampling technique. The research method used is Research and Development (R & D) method, with one group pretest-posttest design, lecturing program can be access in www.moodle.hanasusanti.com. During the implementation, the course is considered good by the students. None of the aspects of assessment of learning objects that are considered less and very less, most students assess the learning object developed has been in good category. Student activities observed during lectures based on learning objects include attendance, discussion, quizzes, and independent tasks. During this implementation it can be said that all activities are already in good category, this can be seen in attendance log, quiz score, discussion, and self-task. The teaching materials developed include blogs (wordpress), websites (wix, webnode, UIN website, and other paid websites, as well as apps using android, macromedia, prezi, and power point inspiring.These materials also got a good average response of the student's and the good value of the evaluator.

Keywords: *learning object, vertebrate,research and development, e-learning, teaching materials, ICT-based teaching materials, wordpress, wix, webnode, macromedia, prezi*, android