

# **PENGEMBANGAN BANK SOAL DIGITAL INTERAKTIF PADA KOMPETENSI DASAR MENGANALISIS SIFAT BAHAN HASIL PERTANIAN DI SMK NEGERI 1 PACET**

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## **ABSTRAK**

Latihan belajar sangat dibutuhkan siswa agar mempersiapkan diri menghadapi ulangan. Latihan soal pada umumnya masih menggunakan metode konvensional, dimana metode ini kurang menarik bagi siswa dan memerlukan waktu dan biaya yang cukup banyak untuk memproduksi instrumen. Belum tersedianya sarana belajar mandiri bagi siswa, menjadi peluang peneliti untuk mengembangkan bank soal ke dalam bentuk digital interaktif agar membuat siswa tertarik untuk belajar dan siap menghadapi ulangan berbasis komputer. Tujuan penelitian ini yaitu untuk mengetahui produk bank soal digital interaktif dan mengetahui kelayakan produk yang dikembangkan. Pengembangan bank soal digital interaktif dilakukan menggunakan metode penelitian dan pengembangan (*Research and Development*). Tahapan penelitian tersebut meliputi identifikasi potensi dan masalah, pengumpulan data, desain produk, validasi desain, revisi desain, uji coba produk, revisi produk ke-1, uji coba pemakaian, revisi produk ke-2 hingga dihasilkan produk akhir. Kelayakan media diukur berdasarkan hasil validasi ahli materi dan media, serta hasil uji coba terhadap responden. Responden pada penelitian ini yaitu siswa kelas X jurusan Agorindustri Pengolahan Hasil Pertanian 1, SMK Negeri 1 Pacet. Hasil penelitian menunjukkan 1) bank soal digital interaktif yang dikembangkan memiliki empat menu utama yaitu menu bank soal, pembahasan, materi, dan informasi, 2) bank soal digital interaktif dinyatakan sangat layak sebagai media latihan soal oleh ahli materi dan media, serta hasil rata-rata tanggapan responden menunjukkan bahwa

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80% responden sangat setuju bahwa bank soal digital interaktif yang dikembangkan sangat layak untuk digunakan.

**Kata Kunci:** bank soal digital interaktif, metode penelitian dan pengembangan

**DEVELOPMENT OF INTERACTIVE DIGITAL PRACTICE  
TEST FOR BASIC COMPETENCE OF AGRICULTURE  
MATERIAL CHARACTERISTIC ANALYSIS IN SMK NEGERI 1  
PACET**

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**ABSTRACT**

Practice test is very much needed by students to prepare themselves for exam. Practice test generally still used conventional methods. This method is less attractive to students and requires considerable time and cost to produce instruments. The unavailability of independent learning facilities for students is an opportunity for researchers to developed interactive digital practice test forms to make students interested in learning and ready to face computer-based tests. The purpose of this research was to find out the product of interactive digital practice test and find out the feasibility of the product being developed. The interactive digital practice test was devolped using Research and Development method with several stages started from potention and problem identification, data collection, design of product, validation of design, revision of design, trial of the product, revision of first product, product usage test, revision of the second product, and until the final interactive digital practice test was resulted. The feasibility of the media is measured based on the results of the validation of material and media experts, and the results of trials on respondents. Respondents of this research was students of class X on program study Agorindustri Pengolahan Hasil Pertanian 1, SMK Negeri 1 Pacet. The result of this research showed that

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1) the interactive digital practice test developed had four main menus, practice test menu, discussion, material, and information 2) interactive digital practice test was declared very feasible as a training media by experts in material and media, and the results of the average response of respondents indicated that 80% of respondents very agreed that the interactive digital question bank developed was very feasible to used.

**Key words:** *interactive digital practice test, research and development method*