

## ABSTRAK

Amalia, Riski. 2021. Pengembangan Aplikasi E-*Ksp* Berbasis *Multiple* Representasi Pada Materi Kelarutan Peserta Didik Kelas XI. Skripsi. Program Studi Pendidikan Kimia. Universitas Muhammadiyah Semarang. Pembimbing: I. Eko Yuliyanto, S.Pd.Si., M.Pd, II. Andari Puji Astuti, S.Pd, M.Pd.

Kata Kunci: Multiple Representasi, Media Pembelajaran, E-*Ksp*

Penelitian ini bertujuan untuk mengetahui proses pengembangan dan respon peserta didik terhadap aplikasi E-*Ksp* berbasis Multiple Representasi yang dikembangkan sebagai media pembelajaran kimia. Jenis penelitian ini adalah penelitian dan pengembangan atau *R and D*. Model penelitian dan pengembangan mengacu pada model Borg and Gall (1983), yaitu: (1) Studi Pendahuluan; (2) Perencanaan; (3) Pengembangan Produk; (4) Uji coba lapangan awal; (5) Merevisi hasil uji coba; dan (6) Prototipe media. Subjek penelitian ini adalah 5 peserta didik dan 1 pendidik pada uji coba lapangan awal. Berdasarkan hasil analisis aplikasi E-*Ksp* berbasis Multiple Representasi pada materi kelarutan dalam kategori “layak” digunakan sebagai media pembelajaran, hal ini dibuktikan dengan hasil validasi ahli materi sebesar “3,94” dan hasil validasi ahli media sebesar “4,08”. Aplikasi E-*Ksp* berbasis Multiple Representasi yang dikembangkan dianggap “sangat layak” digunakan sebagai media pembelajaran kimia, hal ini dibuktikan dengan respon yang sangat baik dari peserta didik maupun pendidik pada saat uji coba lapangan awal

## ABSTRACT

Amalia, Riski. 2021. Development of E-Ksp Application Based on Multiple Representations in Solubility Material for Class XI Students. Essay. Chemical Education Study Program. Muhammadiyah University Semarang. Advisors: I. Eko Yuliyanto, S.Pd.Si., M.Pd, II. Andari Puji Astuti, S.Pd, M.Pd.

Keywords: Multiple Representations, Learning Media, E-Ksp

This study aims to determine the development process and students' responses to the Multiple Representation-based E-Ksp application developed as a medium for learning chemistry. This type of research is research and development or R and D. The research and development model refers to the Borg and Gall (1983) model, namely: (1) a preliminary study; (2) Planning; (3) Product Development; (4) Initial field trials; (5) Revising trial results; and (6) media prototypes. The subjects of this study were 5 students and 1 educator in the initial field trial. Based on the results of the analysis of the E-Ksp application based on Multiple Representations on the solubility material in the "feasible" category to be used as a learning medium, this is evidenced by the results of the material expert validation of "" and the results of the media expert validation of "". The E-Ksp application based on Multiple Representations that was developed was considered "very feasible" to be used as a learning medium for chemistry, this was evidenced by the excellent responses from students and educators during the initial field trials