ABSTRAK

Zara Larasati. Pengembangan *Flipped Classroom* Untuk Mata Kuliah Belajar Berbasis Komputer Di Program Studi Teknologi Pendidikan Universitas Negeri Jakarta, 2019.

Penelitian pengembangan ini bertujuan menghasilkan pembelajaran *flipped classroom* di perguruan tinggi pada umumnya dan dikhususkan pada mata kuliah belajar berbasis komputer. Produk yang dikembangkan antara lain: silabus perkuliahan, *course site* dan panduan. Sasaran dari penelitian ini ialah dosen mata kuliah belajar berbasis komputer dan mahasiswa teknologi pendidikan semester pertama. Penelitian pengembangan ini menggunakan model pengembangan *rapid prototype* yang memiliki lima tahapan yakni *assess needs & analyze content, set objectives, construct prototype, utilize prototype, install & maintain system.* Evaluasi pada penelitian ini dilaksanakan melalui *expert review,* yaitu ahli desain pembelajaran, ahli materi, dan ahli media. Nilai rata-rata yang diperoleh dari ahli desain pembelajaran ialah 3,7. Nilai rata-rata yang diperoleh dari ahli materi ialah 3,8. Nilai rata-rata yang diperoleh dari ahli media ialah 3,3. Melalui ketiga evaluasi yang telah dilaksanakan dapat disimpulkan bahwa pengembangan pembelajaran *flipped classroom* untuk mata kuliah belajar berbasis komputer ini sudah sangat baik dan dapat digunakan oleh dosen.

 Kata Kunci: *Flipped Classroom, E-Learning, Course Site, Belajar Berbasis Komputer, Rapid Prototyping.*

ABSTRACT

Zara Larasati*. Flipped Classroom Development for a computer-based study course in Education technology study Universitas Negeri Jakarta, 2019.*

This development research aims to produce flipped classroom learning in universities in general and is devoted to computer-based learning courses. Products developed include lecture syllabus, course sites and guide. The objectives of this study were computer-based study lecturers and first-semester educational technology students. This development research uses a rapid prototype development model that has five stages, namely assess needs & analyze content, set objectives, construct prototype, utilize prototype, install & maintain system. The evaluation in this study was carried out through expert reviews, namely learning design experts, material experts and media experts. The average value obtained form learning design expert is 3.7. The average value obtained form material experts is 3.8. The average value obtained form media experts is 3.3. Through the three evaluations that have been carried out, it can be concluded that the development of flipped classroom learning for computer-based learning courses has been very good and can be used by lecturers.

Keywords: *Flipped Classroom, E-Learning, Course Site, Computer-based Courses, Rapid Prototyping.*