



Field Testing a Research-Based Enrichment Module to Improve Students' Cognitive Learning Outcomes in Biodiversity

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Abstract

The research-based enrichment module is a teaching material designed from recent studies and aligned with relevant learning content. This module aims to enrich students' knowledge, improve their critical thinking skills, and enhance their understanding of current scientific concepts. This study investigated the effectiveness of a research-based enrichment module on karamunting plant identification in improving students' learning outcomes. An experimental design with a pretest-posttest control group was applied. The population included 157 Grade X students at SMK Pertanian Pembangunan Negeri Sembawa. Using cluster sampling, 30 students from Grade X ATP 1 (control) and 30 from Grade X ATP 2 (experimental) were selected. The experimental group used the enrichment module, while the control group did not use any additional learning materials. Data were collected through cognitive learning outcome tests and analysed using descriptive statistics and a paired sample t-test. Results showed the experimental group achieved a mean post-test score of 81.67, compared to 70.50 in the control group. The paired sample t-test indicated a significant effect ($p = 0.000$, $p < 0.05$). Thus, the enrichment module on karamunting identification significantly improved students' cognitive learning outcomes.

Keywords: *Biodiversity; Enrichment Module; Learning Outcomes; ResearchBased*

INTRODUCTION

Education is a conscious effort to assist and direct students in the teaching and learning process to maximise their human resource potential. Education, which takes place through direct interaction between teachers and students, is vital to human existence. Face-to-face learning activities in schools facilitate this interaction. Enhancing students' cognitive experiences and realising real and practical quality improvements are essential aspects of education. One way to achieve these deliberate and planned efforts is through developing effective learning media. The media serves as a tool that can be used to deliver information to learners (A. P. Wulandari et al., 2023).

According to (Firmadani, 2020; Harahap & Solihin, 2025) learning media are supporting tools educators use to deliver material, stimulate students' creativity, and improve their focus during the teaching and learning process. Appropriate learning media can create an atmosphere that enhances students' determination to learn. Learning innovations continue to develop to improve the quality of education, one of which is the use of research-based enrichment modules. A research-based enrichment module is teaching material designed based on recent research findings that are aligned with the curriculum. The use of this module can sharpen students' reasoning abilities (Fitriyah, 2020; Nasution & Al-Amin, 2025; Harahap et al., 2020).

In the Indonesian context, research-based enrichment modules have not yet been fully optimised. Although several schools and higher education institutions have begun adopting this approach, many educational institutions have not maximised its potential. Therefore, further research on the effectiveness of research-based enrichment modules in Indonesian education is crucial. In this study, further research will be conducted as a field test on using a research-based enrichment module. The module to be field-tested was previously developed by Aulia (2024), titled "Development of a Research-Based Enrichment Module for the Identification of Karamunting Plants (*Rhodomyrtus tomentosa*) in Grade X." In the previous study, this module was declared valid and practical.

The earlier research conducted at SMA Negeri 19 Palembang involved a practicality test, but the module's effectiveness in learning has not yet been examined. According to educational practitioners, the enrichment module Aulia (2024) developed meets the established competency standards and contains appropriate learning indicators. The materials presented in the module also enrich students' knowledge and understanding of biodiversity, particularly concerning *Rhodomyrtus tomentosa* (Karamunting plants). However, a limitation of the previous study was that the Tessmer development model was used during the development and validation stages, but only up to the one-to-one/small group stage due to time and budget constraints. Tessmer's model consists of five stages: preliminary, self-evaluation, expert reviews, one-to-one/small group, and field testing. Therefore, this study aims to continue the previous research by implementing the final stage, the field test, to evaluate the module's effectiveness in real classroom settings.

RESEARCH METHODS

This study will employ a quantitative research design. The research methodology used is a Quasi-Experimental Design. This study involves one independent variable, the

enrichment module (variable X), and one dependent variable, students' cognitive abilities (variable Y). The research design applied is the Pretest-Posttest Control Group Design, which involves two selected classes. The optimal pretest and posttest results indicate a significant score difference (Niswara et al., 2019).

Table 1. Pre-test Post-test Control Group Design

Group	Pre-test	Perlakuan	Post-test
Experiment	Y ₁	X ₁	Y ₂
Control	Y ₃	X ₂	Y ₄

The population in this study consisted of all Grade X students at SMK PP Negeri Sembawa in the 2024–2025 academic year. The sampling method used was cluster sampling combined with probability sampling. Data collection techniques included field studies, literature studies, and tests. The research instrument consisted of pre-test and post-test questions in multiple-choice items to assess students' cognitive learning outcomes. Subject matter experts validated these test items and underwent validity testing, reliability testing, and item analysis. Furthermore, data analysis techniques employed descriptive and inferential statistics, including calculation of mean scores, normality tests, homogeneity tests, hypothesis testing, and N-Gain score analysis.

RESULTS AND DISCUSSION

The validity test determined whether the questions were valid by evaluating the test items with 32 students who had previously studied the biodiversity material. The testing criteria stated that if $r_{count} > r_{table}$ at $\alpha = 0.05$, the question was considered valid; whereas if $r_{count} < r_{table}$, the question was deemed invalid. The validity test was calculated using SPSS version 26. The following are the findings from the validity test of the questions.

Table 2 Item Validity Test Results

Item(s)	Cognitive Lv	Computed r	Tabel r	Noted	Category
Item 1	C1	0,569	0,349	Valid	Fair
Item 2	C1	0,083	0,349	Invalid	Very Low
Item 3	C1	0,340	0,349	Invalid	Low
Item 4	C1	0,706	0,349	valid	High
Item 5	C2	0,551	0,349	valid	Fair
Item 6	C3	0,765	0,349	valid	High
Item 7	C2	0,516	0,349	valid	Fair
Item 8	C2	0,169	0,349	valid	Very Low

Item(s)	Cognitive Lv	Computed r	Tabel r	Noted	Category
Item 9	C2	0,103	0,349	Invalid	Very Low
Item 10	C1	0,630	0,349	valid	High
Item 11	C1	-0,181	0,349	Invalid	Very Low
Item 12	C2	0,697	0,349	valid	High
Item 13	C3	0,269	0,349	Invalid	Low
Item 14	C1	0,656	0,349	valid	High
Item 15	C3	0,079	0,349	Invalid	Very Low
Item 16	C4	0,446	0,349	valid	Fair
Item 17	C5	0,189	0,349	Invalid	Very Low
Item 18	C6	0,127	0,349	Invalid	Very Low
Item 19	C6	0,718	0,349	valid	High
Item 20	C5	0,058	0,349	Invalid	Very Low
Item 21	C5	0,612	0,349	valid	High
Item 22	C6	0,718	0,349	valid	High
Item 23	C6	0,602	0,349	valid	High
Item 24	C5	-0,189	0,349	Invalid	Very Low
Item 25	C6	0,407	0,349	Valid	Fair
Item 26	C4	0,001	0,349	Invalid	Very Low
Item 27	C1	0,264	0,349	Invalid	Low
Item 28	C1	0,141	0,344	Invalid	Very Low
Item 29	C2	0,057	0,349	Invalid	Very Low
Item 30	C3	0,184	0,349	Invalid	Very Low
Item 31	C1	0,364	0,349	Valid	Low
Item 32	C2	0,219	0,349	Invalid	Low
Item 33	C2	0,242	0,349	Invalid	Low
Item 34	C1	0,225	0,349	Invalid	Low
Item 35	C1	0,230	0,349	Invalid	Low
Item 36	C2	0,219	0,349	Invalid	Low
Item 37	C1	0,429	0,349	Valid	Fair
Item 38	C3	0,403	0,349	valid	Fair
Item 39	C1	0,269	0,349	Invalid	Low
Item 40	C3	0,233	0,349	Invalid	Low
Item 41	C2	0,054	0,349	Invalid	Very Low
Item 42	C2	0,531	0,349	valid	Fair
Item 43	C4	0,462	0,349	valid	Fair
Item 44	C4	0,325	0,349	Invalid	Low
Item 45	C3	0,207	0,349	Invalid	Low
Item 46	C3	0,143	0,349	Invalid	Very Low
Item 47	C3	0,199	0,349	Invalid	Very Low
Item 48	C3	0,529	0,349	valid	Fair
Item 49	C3	-0,028	0,349	Invalid	Very Low
Item 50	C3	0,217	0,349	Invalid	Low

Based on the table above, it can be seen that Item 1 obtained an r hitung value of 0.569, Item 2 obtained an r hitung value of 0.083, and Item 3 obtained an r hitung value of

0.340. If the value is positive and $r_{hitung} > r_{tabel}$, the item is considered valid; if $r_{hitung} < r_{tabel}$, the item is considered invalid.

Table 3. Reliability Statistic

Cronbach's Alpha	N of Items
0,713	51

The table above shows that a reliability coefficient 0.713 was obtained with a significance level of $\alpha = 0.05$. This indicates that the test instrument is considered reliable with a high category and can, therefore, be used in the study.

Table 4. Analysis of Item Discrimination and Item Difficulty

No	N	D	Category	P	Category	Validity	Noted
1	32	0,437	Good	0,656	Medium	Valid	Retained
2	32	0,062	Kurang	0,781	Easy	Invalid	Discarded
3	32	0,312	Fair	0,343	Medium	Invalid	Discarded
4	32	0,812	Very Good	0,468	Medium	Valid	Retained
5	32	0,437	Good	0,656	Easy	Valid	Retained
6	32	0,562	Good	0,593	Medium	Valid	Retained
7	32	0,437	Good	0,656	Easy	Valid	Retained
8	32	0,125	Kurang	0,875	Easy	Invalid	Discarded
9	32	-0,063	Kurang	0,781	Easy	Invalid	Discarded
10	32	0,437	Good	0,781	Easy	Valid	Retained
11	32	-0,125	Kurang	0,687	Medium	Invalid	Discarded
12	32	0,437	Good	0,468	Medium	Valid	Retained
13	32	0,062	Kurang	0,656	Medium	Invalid	Discarded
14	32	0,750	Very Good	0,375	Difficult	Valid	Retained
15	32	0	Kurang	0,625	Medium	Invalid	Discarded
16	32	0,437	Good	0,468	Medium	Valid	Retained
17	32	0,125	Kurang	0,687	Easy	Invalid	Discarded
18	32	0,062	Kurang	0,468	Medium	Invalid	Discarded
19	32	0,500	Good	0,250	Difficult	Valid	Retained
20	32	-0,063	Kurang	0,656	Medium	Invalid	Discarded
21	32	0,562	Good	0,281	Difficult	Valid	Retained
22	32	0,500	Good	0,250	Difficult	Valid	Retained
23	32	0,312	Fair	0,281	Difficult	Valid	Retained
24	32	-0,188	Kurang	0,656	Easy	Invalid	Discarded
25	32	0,562	Good	0,281	Difficult	Valid	Retained
26	32	-0,062	Kurang	0,468	Medium	Invalid	Discarded
27	32	0,250	Fair	0,500	Medium	Invalid	Discarded
28	32	0,125	Kurang	0,437	Medium	Invalid	Discarded
29	32	0,062	Kurang	0,593	Medium	Invalid	Discarded
30	32	0,312	Fair	0,531	Medium	Invalid	Discarded
31	32	0,312	Fair	0,593	Medium	Valid	Retained
32	32	0,187	Kurang	0,466	Medium	Invalid	Discarded
33	32	0,062	Kurang	0,343	Medium	Invalid	Discarded
34	32	0,187	Kurang	0,343	Medium	Invalid	Discarded
35	32	0,187	Kurang	0,281	Difficult	Invalid	Discarded

No	N	D	Chategory	P	Chategory	Validity	Noted
36	32	0,312	Fair	0,593	Medium	Invalid	Discarded
37	32	0,437	Good	0,468	Medium	Valid	Retained
38	32	0,437	Good	0,468	Medium	Valid	Retained
39	32	0,312	Fair	0,468	Medium	Invalid	Discarded
40	32	0,187	Kurang	0,343	Medium	Invalid	Discarded
41	32	0	Kurang	0,500	Medium	Invalid	Discarded
42	32	0,562	Good	0,406	Medium	Valid	Retained
43	32	0,312	Fair	0,468	Medium	Valid	Retained
44	32	0,125	Kurang	0,687	Medium	Invalid	Discarded
45	32	0,187	Kurang	0,406	Medium	Invalid	Discarded
46	32	0,062	Kurang	0,593	Medium	Invalid	Discarded
47	32	0,187	Kurang	0,406	Medium	Invalid	Discarded
48	32	0,375	Fair	0,437	Medium	Valid	Retained
49	32	0	Kurang	0,437	Medium	Invalid	Discarded
50	32	-0,063	Kurang	0,716	Easy	Invalid	Discarded

Table 4 presents the discrimination and difficulty level analysis results for this study's pretest and posttest questions. The calculations showed that 14 items were classified as "good," 2 items as "very good," 9 items as "fair," and 25 items as "poor." Regarding the difficulty level, seven items were categorised as "difficult," 34 items as "moderate," and nine items as "easy." Based on these results, it can be concluded that 20 out of the 50 test items met the difficulty level criteria and are suitable for use in the study.

The cognitive learning outcome data on biodiversity for Grade X students were collected from the research conducted at SMK PP Negeri Sembawa. The results are presented as follows:

Table 5. Results of Normality Test of Students' Learning Outcomes Data

		Test of Normality					
		Shapiro Wilk					
	Group	Statistic	df	Sig.	Statistic	df	Sig.
	Control Pretest	0,198	30	0,004	0,934	30	0,063
	Control Posttest	0,121	30	0,200	0,954	30	0,222
Hasil	Experiment Pretest	0,164	30	0,039	0,935	30	0,068
	Experiment Posttest	0,180	30	0,015	0,942	30	0,104

Based on the Shapiro-Wilk analysis above, the significance value for the control class pretest was 0.063, and for the experimental class pretest, it was 0.068. Meanwhile, the significance value for the control class posttest was 0.222, and for the experimental class posttest, it was 0.104. Since all significance values are greater than 0.05, this indicates that the data are typically distributed.

Table 6. Homogeneity Test Results

Test Of Homogeneity of Variance					
	Levene Statistic		df1	df2	Sig.
Result	Based on Mean	0,131	1	58	0,718
	Based on Median	0,123	1	58	0,727
	Based on Median and with adjusted df	0,123	1	57.212	0,727
	Based on the trimmed mean	0,157	1	58	0,693

Table 6 above shows a significance value of 0.718, greater than 0.05. Thus, it can be concluded that the experimental class and the control class have equal variances.

Table 7. Descriptive Statistic

Group Statistic					
	Group	N	Mean	Std. Deviation	Std. Error Mean
Result	Experiment	30	81,67	8,644	1,578
	Control	30	70,50	9,591	1,751

Based on the descriptive analysis results, the mean score of the experimental class was 81.67, while the control class had a mean score of 70.50. The average score of students in the class that used the research-based enrichment module during the learning activities was higher. Thus, it can be concluded that using the research-based enrichment module to identify Karamunting plants has a significant effect on students' cognitive learning outcomes in the biodiversity subject for Grade X at SMK PP Negeri Sembawa.

Table 8. The Paired Samples t-Test

Paired Samples Test									
Paired Differences									
95% Confidence Interval of the Difference									
		Mean	Std. Deviation	Std. Error Mean	Lower	upper	t	df	Sig.2-tailed)
Pair 1	Pretest-posttest	-33,167	12,281	1,585	-36,339	-29,994	-20,919	59	0,000

Based on the table above, the significance value (2-tailed) is 0.000, where $0.000 < 0.05$, as shown in the previous table. Therefore, it can be stated that H_a is accepted and H_o is rejected. H_a : The research-based enrichment module on identifying Karamunting plants in

biodiversity material effectively improves students' cognitive learning outcomes. In this study, which employed a pretest-posttest control group design, the N-Gain Score test was used to evaluate the difference between pretest and posttest scores.

Table 9. Result of N-Gain Pretest and Post-test Control Class

No	Pretest	Post test	Gain score from pretest to posttest	Ideal Score	N-gain Score	Category
1.	40	75	35,00	60,00	58	Medium
2.	55	75	30,00	45,00	67	Medium
3.	35	85	40,00	65,00	62	Medium
4.	30	75	45,00	70,00	64	Medium
5.	50	70	20,00	50,00	40	Medium
6.	40	85	45,00	60,00	75	High
7.	40	65	25,00	60,00	42	Medium
8.	50	85	35,00	50,00	70	High
9.	45	70	25,00	55,00	45	Medium
10.	40	60	20,00	60,00	33	Low
11.	35	70	35,00	65,00	54	Medium
12.	50	65	15,00	50,00	30	Low
13.	50	80	30,00	50,00	60	Medium
14.	45	65	20,00	55,00	36	Low
15.	55	65	10,00	45,00	22	Low
16.	40	55	15,00	60,00	25	Low
17.	35	65	30,00	65,00	46	Medium
18.	40	50	10,00	60,00	17	Low
19.	45	55	10,00	55,00	18	Low
20.	45	80	35,00	55,00	64	Medium
21.	45	80	35,00	55,00	64	Medium
22.	45	75	30,00	55,00	55	Medium
23.	35	60	25,00	65,00	38	Low
24.	55	70	15,00	45,00	33	Low
25.	45	70	25,00	55,00	45	Medium
26.	50	60	10,00	50,00	20	Low
27.	45	85	40,00	55,00	73	High
28.	50	80	30,00	50,00	60	Medium
29.	50	70	20,00	50,00	40	Medium
30.	50	70	20,00	50,00	40	Medium

Table 10. N-Gain Analysis Results of Pretest and Posttest in the Control Class

No	Pretest	Post test	Gain score from pretest to posttest	Ideal Score	Ngain Score	Category
1.	35	80	45,00	65,00	69	Medium
2.	35	60	25,00	65,00	38	Low
3.	40	75	35,00	60,00	58	Medium

4.	55	75	20,00	45,00	44	Medium
5.	45	70	25,00	55,00	45	Medium
6.	45	75	30,00	55,00	55	Medium
7.	50	95	45,00	50,00	90	High
8.	40	85	45,00	60,00	75	High
9.	40	75	35,00	60,00	58	Medium
10.	40	85	45,00	60,00	75	High
11.	40	90	50,00	60,00	83	High
12.	40	90	50,00	60,00	83	High
13.	45	80	35,00	55,00	64	Medium
14.	40	75	35,00	60,00	58	Medium
15.	45	85	40,00	55,00	73	High
16.	40	85	45,00	60,00	75	High
17.	40	90	50,00	60,00	83	High
18.	25	75	60,00	75,00	80	High
19.	45	90	45,00	55,00	82	High
20.	45	75	30,00	55,00	55	Medium
21.	45	90	45,00	75,00	82	High
22.	25	80	55,00	45,00	73	High
23.	55	100	45,00	60,00	1.00	High
24.	40	75	35,00	50,00	58	Low
25.	50	95	45,00	50,00	90	High
26.	30	80	50,00	70,00	71	High
27.	45	75	30,00	55,00	55	Medium
28.	30	75	45,00	70,00	64	Medium
29.	35	75	40,00	65,00	62	Medium
30.	55	85	30,00	45,00	67	Medium

The experimental class included 15 students in the high category, compared to 3 students in the control class, as shown by the two data points above. The following table presents the categories of N-Gain score acquisition. According to Ismono (2014), the N-Gain score categories are as follows:

Table 11. N-Gain Category

N-Gain Score	Category
$g > 0,7$	High Effectivity
$0,3 \leq g \leq 0,7$	Medium Effectivity
$G < 0,3$	Low Effectivity

The effectiveness of the enrichment module in this study was determined based on the N-Gain calculation derived from students' cognitive learning outcome data. The percentage of N-Gain obtained is presented as follows:

Table 12. *Statistic Descriptive*

	Descriptive Statistic				
	N	Min	Max	Mean	Std. Deviation
Ngain score	60	17	1,00	0,5772	19495
N-gain percentage	60	16,67	100,00	57,7220	19,49547
Valid N	60				

From the table above, the N-Gain score shows a mean value of 0.5772, which falls into the moderate category. Meanwhile, the N-Gain percentage shows a mean of 57.7220, indicating that the treatment applied in this study was moderately effective.

Based on the results and discussion above, it was found that the posttest scores of the experimental class were higher than those of the control class. This means a significant difference exists between the class using the enrichment module and the class without the module. The difference in students' learning outcomes affects students' cognitive achievements in the biodiversity subject. This finding is consistent with the study conducted by (Mikusko, 2023), which revealed that learning with enrichment modules improves academic performance and motivates students. Active, creative, and innovative learning can serve as a focal point for students to engage with the presented subject matter. (Dewi, 2022).

Furthermore, the analysis results indicate that students with a limited understanding of biodiversity significantly improved after using the enrichment module. This aligns with the study by Gladys and Fitri (2024), who stated that biodiversity materials require strong literacy skills so that students can easily grasp the concepts of identifying, classifying, and distinguishing levels and roles of biodiversity. This suggests that the module can assist students with varying levels of prior knowledge in achieving a higher level of understanding (Utami et al., 2015).

Descriptive analysis also showed that the experimental class achieved an average score of 81.67, which met the established Minimum Mastery Criteria (KKTP). This can be attributed to the experimental group's more structured and targeted learning process. Cognitive ability can be defined as an individual's capacity to apply acquired knowledge and insights optimally to problem-solving. (P. S. Wulandari et al., 2015). The use of enrichment modules also allows students to manage their learning process. (Handayani & Sulaiman, 2021). This self-directed learning significantly enhances students' independence, enabling them to study content at their own pace and according to their preferred learning styles.

Inferential analysis using a parametric test, specifically the Paired Sample T-Test, showed a significance value of 0.000. Since this value is less than 0.05 ($0.000 < 0.05$), it indicates that the enrichment module on the identification of *Rhodomyrtus tomentosa* (Karamunting) in biodiversity material is efficacious in improving students' cognitive abilities. According to Fauziah et al., (2023) A product's effectiveness can be assessed using four indicators: instructional quality, alignment, incentives, and time efficiency. This finding is also supported by Fatmi et al., (2021) Who demonstrated that practical learning modules can enhance cognitive outcomes and improve the overall efficiency and effectiveness of the teaching and learning process in schools, including in terms of time, cost, facilities, and teacher efforts in achieving learning objectives optimally.

Similarly, Mutmainnah et al., (2021) Their study titled "Effectiveness of E-Modules on Cognitive Learning Outcomes in Human Digestive System Material at Madrasah Tsanawiyah" found that using enrichment modules in biology learning significantly improved students' cognitive achievements. These enrichment modules allow students to broaden their horizons by providing additional material that is not only informative but also stimulates curiosity and enthusiasm for learning. This is further supported by Saparuddin et al., (2022), whose study showed that students using e-modules experienced improvement in their cognitive learning outcomes.

In addition, the effectiveness of the enrichment module was also tested by comparing the experimental group, which used the module, with the control group, which relied on conventional learning methods. Effectiveness was assessed using the N-Gain analysis, which yielded a mean percentage of 57.7220, indicating moderate effectiveness. A similar study (2014) showed that a biodiversity conservation module moderately improved students' learning outcomes. One of the key indicators of cognitive improvement through enrichment modules is analytical ability. Students actively involved in the enrichment module tended to demonstrate enhanced skills in breaking down complex information into simpler components. This is consistent with Mapilindo et al. (2021), who discussed enrichment modules designed to improve students' analytical abilities in problem-solving.

Moreover, enrichment materials can also stimulate students' critical and analytical thinking skills. According to Ennis, as cited in Prasetyo & Hakim, (2022) Critical thinking is a cognitive process focused on making decisions based on what is believed or practised. This finding is aligned with the research by Meganingrum, (2022), which stated that biodiversity enrichment e-modules are highly effective as instructional materials in teaching.

CONCLUSION

The enrichment module on introducing *Rhodomyrtus tomentosa* (Karamunting) effectively improved students' cognitive learning outcomes on the biology topic of biodiversity, based on the data analysis and research findings. The hypothesis test results, showing mean pretest and posttest scores of 70.50 and 81.67, respectively, support this conclusion. These results indicate that in the class using the enrichment module, students' cognitive learning outcomes in biodiversity significantly improved. Furthermore, the mean N-Gain score of 0.5772 classifies the moderate increase in students' cognitive learning outcomes.

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