Design of Teaching Materials (Modules) Based on Hyper content.

- **Author(s):** Rasmin Simbolon ,Abdul Hasan Saragih ,Julaga Situmorang

- **Abstract:** With the ability to develop creativity and innovation, in this era of industrial revolution 4.0, human work can be replaced by computers or robots; One example is the self-checkout system whose job is to process consumer transactions quickly with the support of Quick Response Code (QR Code) technology. The author always wondered as to why the QR Code has not been used in teaching materials (modules) for Physics lessons in high school, because with this QR code it is predicted that students can connect with subject matter, especially now that the world is experiencing COVID-19 pandemic. The purpose of textbooks (modules) is to optimize learning activities and learning outcomes. The uniqueness of the hypercontent-based module designed by the researcher is as follows: module: 1) engages the interest of readers; 2) written and designed for use by learners; 3) explain the purpose of the training; 4) organized according to the "flexible learning" model; 5) structured according to the needs of students and according to basic competency and skill standards; and 6) optimizes services to students. The results of this study are that the development of hypercontent-based textbooks (modules) for Class X Physics in high school has met the criteria for proper and effective use, as the average score of each aspect of teaching materials (modules) according to design experts is 4.75.; material experts gave 4.65; media experts gave 4.54; teachers as user gave 4.68; students as users in one-on-one trials gave 4.67; small group trial resulted in score of 4.77 and field trial resulted in 4.81, all of which were in the 4≤Va<5 interval, and therefore has reached the qualification for use.

- **Keywords:** Development, Teaching Materials (Modules), Hypercontent, and QR Code