ABSTRAK

Mastari Ramadhani. NIM 8156192018 Pengembangan Media Interaktif Pada Pembelajaran Menulis Cerpen Berbasis Pengalaman Siswa Kelas IX SMP Amanah Islamic Modern School Medan. Tesis. Pendidikan Bahasa dan Sastra Indonesia, Program Pascasarjana Universitas Negeri Medan, 2019.

Penelitian ini mengkaji kesulitan siswa untuk mengungkapkan pengalaman dan gagasan dalam bentuk cerita pendek (cerpen) dengan memperhatikan struktur dan kebahasaan. Penelitian ini bertujuan untuk menghasilkan produk media pembelajaran interaktif pada menulis cerpen berbasis pengalaman oleh siswa kelas IX SMP Amanah Islamic Modern, mengetahui kelayakan pengembangan media pembelajaran interaktif pada menulis cerpen berbasis pengalaman oleh siswa kelas IX SMP Amanah Islamic Modern dan efektivitas produk hasil pengembangan berupa media pembelajaran interaktif pada materi menulis cerpen berbasis pengalaman oleh siswa kelas IX SMP Amanah Islamic Modern School Medan. Penelitian ini merupakan penelitian pengembangan. Hasil menunjukkan bahwa : 1) Hasil pengembangan media interaktif menggunakan metode penelitian dan pengembangan *Research and Development (R&D)* dengan model *DDD-E (Dicide, Design, Develop, Evaluate)* dan media pembelajaran yang dihasilkan dalam bentuk CD pembelajaran interaktif. 2) Produk yang dikembangkan telah layak digunakan setelah melalui tahapan revisi dari validator ahli materi, validator ahli desain, dan tanggapan guru terhadap produk. Adapun bagian yang direvisi meliputi kelayakan isi, kelayakan penyajian dan kelayakan bahasa. Berdasarkan hasil revisian terhadap produk yang dikembangkan maka penilaian kelayakan isi memiliki kriteria sangat baik dengan persentase 81% . Penilaian kelayakan penyajian memiliki kriteria sangat baik dengan persentase 90%. Penilaian kelayakan bahasa memiliki kriteria sangat baik dengan persentase 87%. Hasil validasi ahli desain memiliki kriteria sangat baik dengan persentase 87%. Penilaian tanggapan guru terhadap produk memiliki kriteria sangat baik dengan persentase 86%. Penilaian tanggapan siswa terhadap produk pada uji coba perorangan memiliki kriteria sangat baik dengan persentase 85.56%, uji coba kelompok kecil dengan kriteria sangat baik dengan persentase 88.89%, dan uji coba kelompok lapangan terbatas dengan kriteria sangat baik dengan rata-rata 90.88%. 3) Efektivitas produk diperoleh melalui hasil belajar siswa dengan persentase *posttest* 80% lebih tinggi dibandingkan dengan persentase *pretest* sebesar 69,37%. Berdasarkan hasil penelitian, disimpulkan bahwa media pembelajaran interaktif hasil pengembangan telah layak dan efektif digunakan oleh siswa kelas IX SMP Amanah Islamic Modern School Medan pada pembelajaran menulis teks cerpen berbasis pengalaman. Implikasi media pembelajaran interaktif pada materi menulis cerpen berbasis pengalaman adalah media ini akan memberikan kemudahan bagi guru untuk menyampaikan materi pelajaran, serta memberi kemudahan bagi sisws dalam menerima dan menerapkan materi pelajaran yang diberikan.

Kata kunci : media pembelajaran, interaktif , menulis, teks cerpen

ABSTRACT

Mastari Ramadhani. NIM 8156192018. Development of Interactive Media in Experience-Based Short Story Writing Learning Class IX Students of SMP Amanah Islamic Modern School in Medan. Thesis. Indonesian Language and Literature Education, Postgraduate Program of Medan State University, 2019.

Background of this research is the difficulty of students in expressing experiences and ideas in the form of short stories (short stories) by paying attention to structure and language. This study aims to produce interactive learning media products in writing experience-based short stories by class IX students of SMP Amanah Islamic Modern School , knowing the feasibility of developing interactive learning media in writing experience-based short stories by class IX students of SMP Amanah Islamic Modern School and the effectiveness of product development in the form of learning media interactive on experience-based short story writing material by class IX students of SMP Amanah Islamic Modern School Medan. This research is a development research. The results show that: 1) The results of interactive media development use Research and Development (R & D) research and development methods by using DDD-E models (Dicide, Design, Develop, Evaluate) and learning media produced is in the form of interactive learning CD. 2) The product developed has been used properly after going through the revision stages of the material expert validator, design expert validator, and teacher's response to the product. The revised section includes the feasibility of content, the feasibility of presenting and the feasibility of language. Based on the revising results of the products developed, the content feasibility assessment has very good criteria with a percentage of 81%. The feasibility assessment of presentation has very good criteria with a percentage of 90%. Language feasibility assessment has very good criteria with a percentage of 87%. The validation results of design experts have very good criteria with a percentage of 87%. Assessment of teacher responses to products has very good criteria with a percentage of 86%. Assessment of student responses to products in individual trials has very good criteria with a percentage of 85.56%, small group trials with very good criteria with a percentage of 88.89%, and limited field trial trials with very good criteria with an average of 90.88%. 3) Product effectiveness is obtained through student learning outcomes with the percentage of posttest 80% higher than the pretest percentage of 69.37%. Based on the results of the study, it was concluded that the interactive learning media as the results of development had been feasible and effectively used by class IX students of SMP Amanah Islamic Modern School Medan in learning experience based short story text writing. The implication of interactive learning media on material based on experience-based short stories is this media will provide convenience for teachers to deliver subject matter, as well as make it easier for students to receive and apply the subject matter provided.

Keywords: learning media, interactive, writing , short story texts