

ABSTRAK

Hanniza Karini. NIM 8186182009. Pengembangan Materi Pembelajaran Cerita Rakyat Berbasis Budaya Melayu Deli Dengan Berbantuan Media Quizizz Pada Siswa Kelas X MAN 2 Model Medan. Tesis. Pendidikan Bahasa dan Sastra Indonesia. Program Pascasarjana Universitas Negeri Medan. 2022.

Penelitian ini bertujuan untuk mengetahui hasil pengembangan materi pembelajaran cerita rakyat berbasis budaya Melayu Deli dengan berbantuan media *Quizizz* pada siswa MAN 2 Model Medan. Jenis penelitian ini adalah penelitian pengembangan berdasarkan model pengembangan 4-D. Dengan Subjek uji coba terdiri dari siswa kelas X MAN 2 Model Medan. Pengembangan materi ajar cerita rakyat berbentuk handout ini telah di validasi oleh ahli materi dan ahli desain. Hasil validasi menunjukkan kelayakan isi sebesar 86,3%, kelayakan penyajian materi pembelajaran 85,4% kategori baik, aspek penilaian bahasa 83,3% . Validasi ahli desain meliputi desain awal 85,7%, desain isi 82,1%, tipografi modul digital 83,3, dan ilustrasi 91,6%. Uji coba terbatas memperoleh skor 81,4%. Uji coba diperluas memperoleh skor 94,6%. Hasil keefektifan pengembangan materi pembelajaran cerita rakyat berbasis budaya Melayu Deli dengan berbantuan media *Quizizz* pada siswa MAN 2 Model Medan diperoleh dari hasil penelitian uji keefektifan produk berdasarkan pretest dan posttest. Hasil *pretest* siswa sebelum menggunakan *Quizizz* pada materi cerita rakyat berbasis budaya Melayu Deli dengan rata-rata 63% pada kriteria “cukup” kemudian setelah dikembangkan dengan berbantuan *Quizizz* mengalami kenaikan 84% pada kriteria “baik”. Maka dapat disimpulkan bahwa pembelajaran cerita rakyat berbasis budaya Melayu Deli dengan berbantuan media *Quizizz* dapat meningkatkan hasil belajar siswa. Penelitian ini memiliki implikasi yaitu produk yang dikembangkan akan memberi sumbangan praktis terutama dalam pelaksanaan proses pembelajaran bagi guru sebagai materi ajar tambahan untuk memberi kemudahan pada materi yang sedang diajarkan secara mandiri maupun klasikal. Selanjutnya bagi siswa dapat meningkatkan kualitas pembelajaran khususnya dalam kegiatan menulis cerita rakyat.

Kata Kunci : materi ajar, cerita rakyat, media *quizizz*

ABSTRACT

Hanniza Karini. NIM 8186182009. Development of Folklore Learning Materials Based on Deli Malay Culture with the Assistance of *Quizizz* Media for Class X MAN 2 Medan Model Students. Thesis. Indonesian Language And Literature Education. Medan State University Postgraduate Program. 2022.

This study aims to determine the results of developing folklore learning materials based on Deli Malay culture with the help of *Quizizz* media on students of MAN 2 Model Medan. This type of research is development research based on the 4-D development model. The test subjects consisted of students of class X MAN 2 Model Medan. The development of folklore teaching materials in the form of handouts has been validated by material experts and design experts. The results of the validation show that the feasibility of the content is 86.3%, the feasibility of presenting learning materials is 85.4% in the good category, the aspect of language assessment is 83.3%. Design expert validation includes 85.7% initial design, 82.1% content design, 83.3 digital module typography, and 91.6% illustration. The limited trial obtained a score of 81.4%. The expanded trial obtained a score of 94.6%. The results of the effectiveness of developing folklore learning materials based on Deli Malay culture with the help of *Quizizz* on students of MAN 2 Model Medan were obtained from the results of research on product effectiveness tests based on pretest and posttest. The results of the pretest of students before using *Quizizz* media on folklore based on Malay Deli culture with an average of 63% on the "enough" criteria then after being developed with the help of *Quizizz* media there was an increase of 84% on the "good" criteria. So it can be concluded that learning folklore based on Deli Malay culture with the help of *Quizizz* media can improve student learning outcomes. This research has an implication, namely that the product developed will make a practical contribution, especially in the implementation of the learning process for teachers as additional teaching material to provide convenience to the material being taught independently or classically. Furthermore, students can improve the quality of learning, especially in folklore writing activities.

Keywords: learning materials, folklore, *quizizz*