

ABSTRAK

SUYANTI (8226182010). Pengembangan Media Audio Visual Berbasis *QR-Code* Untuk Meningkatkan Hasil Belajar Pendidikan Pancasila Siswa di Kelas IV SDN 064009 Kecamatan Marelان. Tesis Program Pascasarjana Universitas Negeri Medan, Februari 2024.

Perkembangan teknologi menjadi bagian penting dari dunia pendidikan dan mempengaruhi pada proses belajar yang berdampak kepada hasil belajar, kreativitas guru dalam menggunakan media pembelajaran belum maksimal atau rendah, sehingga diperlukan inovasi baru dalam mengatasi hal tersebut. Penelitian ini bertujuan untuk menghasilkan produk media audio visual *QR-Code*, menganalisis kelayakan, kepraktisan dan keefektifan dari media audio visual berbasis *QR-Code* untuk meningkatkan hasil belajar pada materi Negaraku Indonesia pada siswa IV SDN 064009 Kecamatan Marelان yang dikembangkan layak, praktis dan efektif untuk digunakan sebagai media pembelajaran. Jenis penelitian adalah *research and development* dengan model ADDIE (*Analyze, Design, Development, Implementation, and Evaluation*). Instrumen penelitian yang digunakan adalah lembar observasi, wawancara, lembar validasi, angket respon guru, siswa dan orang tua siswa. Subjek penelitian terdiri dari validator ahli materi, media dan bahasa, guru, tiga puluh siswa dan orang tua siswa. Media audio visual berbasis *QR-Code* pada materi Negaraku Indonesia secara keseluruhan dinyatakan layak, praktis dan efektif. Hal dinyatakan dari hasil kelayakan validasi materi tahap I sebesar 70 % capaian cukup layak dan tahap II sebesar 91% capaian sangat layak, kemudian ahli materi mendapatkan persentase 71% capaian cukup dan di tahap II sebesar 94% capaian sangat layak dan terakhir ahli bahasa tahap I sebesar 76% capaian layak dan tahap II sebesar 96% capaian sangat layak. Kemudian hasil uji kepraktisan yang terhadap guru sebesar 90% capaian sangat praktis, 30 siswa mendapatkan persentase sebesar 85% dan orang tua siswa mendapatkan persentase sebesar 87% capaian sangat praktis dan terakhir, keefektifan media audio visual berbasis *QR-Code* dilakukan uji gain dan hasil uji gain pada hasil belajar siswa kelas IV mendapatkan nilai sebesar 0.65 terkatgori efektif. Dapat disimpulkan bahwa media audio visual berbasis *QR-Code* yang dikembangkan memiliki tingkat kelayakan, kepraktisan dan keefektifan yang dapat digunakan untuk meningkatkan hasil belajar siswa.

Kata Kunci : Media audio visual, QR-Code, Hasil Belajar

ABSTRACT

SUYANTI (8226182010). Development of QR-Code Based Audio Visual Media to Improve Learning Outcomes of Pancasila Education Students in Class IV SDN 064009 Marelan District. Postgraduate Program Thesis, State University of Medan, February 2024.

Technological developments have become an important part of the world of education and influence the learning process which has an impact on learning outcomes, teacher creativity in using learning media is not optimal or low, so new innovations are needed to overcome this. This research aims to produce Qr-Code audio visual media products, analyze the feasibility, practicality and effectiveness of Qr-Code based audio visual media to improve learning outcomes in Negaraku Indonesia material for IV students at SDN 064009 Marelan District which was developed to be feasible, practical and effective for used as a learning medium. The type of research is research and development with the ADDIE model (Analyze, Design, Development, Implementation, and Evaluation). The research instruments used were observation sheets, interviews, validation sheets, teacher, student and parent response questionnaires. The research subjects consisted of material, media and language expert validators, teachers, thirty students and their parents. Qr-Code based audio visual media in the Negaraku Indonesia material as a whole was declared feasible, practical and effective. This was stated from the results of the feasibility of material validation in stage I, 70% of which was quite feasible, and in stage II, 91% of which was very feasible, then material experts got a percentage of 71%, which was sufficient, and in stage II, 94% achieved very decent, and finally, stage I language experts. 76% of the achievements are feasible and stage II is 96% of the achievements are very feasible. Then the results of the practicality test were 90% of the teachers achieved very practical results, 30 students got a percentage of 85% and the parents of the students got a percentage of 87% very practical achievements and finally, the effectiveness of Qr-Code based audio visual media was tested on gain and test results. The gain in learning outcomes for class IV students received a score of 0.65 in the effective category. It can be concluded that the Qr-Code based audio visual media developed has a level of feasibility, practicality and effectiveness that can be used to improve student learning outcomes.

Keywords: Audio-visual media, Qr-Code, Learning Outcomes