

ABSTRAK

Ramnaega Lisfariah Siregar, NIM. 8216182005. Pengembangan Bahan Ajar Teks Cerita Rakyat (Hikayat) Berbentuk Digital Multimedia Interaktif untuk Siswa Kelas X SMAN 3 Padangsidimpuan. Tesis: Magister Pendidikan Bahasa dan Sastra Indonesia. Universitas Negeri Medan. 2025.

Penelitian ini bertujuan untuk mengetahui hasil pengembangan bahan ajar teks cerita rakyat (hikayat) berbentuk digital multimedia interaktif untuk siswa kelas X SMAN 3 Padangsidimpuan. Hasil penelitian menunjukkan 1) Proses pengembangan materi ajar dengan model *ADDIE* berjalan dengan baik. 2) Bahan ajar berbentuk digital multimedia interaktif, yang disesuaikan dengan karakteristik siswa kelas X di SMAN 3 Padangsidimpuan dan merujuk pada Capaian Pembelajaran (CP) Fase E Kurikulum Merdeka. Bahan ajar dikembangkan dalam format digital interaktif sehingga dapat diakses melalui laptop/computer, tablet *Smartphone* (Android/iOS). 3) Kelayakan materi ajar teks cerita rakyat (hikayat) dinyatakan sangat layak untuk digunakan berdasarkan validasi ahli materi yang meliputi aspek kelayakan isi/materi, kelayakan penyajian, dan kelayakan bahasa, memperoleh skor rata-rata 95% dengan kriteria “sangat layak”, ahli desain yang meliputi aspek kelayakan kegrafikaan memperoleh skor rata-rata 94% dengan kriteria “sangat layak”. Respon tenaga pendidik memperoleh persentase skor 95 % dengan kriteria sangat layak. Respon siswa memperoleh persentase skor skor 96 % dengan kriteria sangat layak. Keefektifan bahan ajar teks cerita rakyat (hikayat) berbentuk digital multimedia interaktif menunjukkan peningkatan dari hasil rata-rata pretes 61 menjadi hasil postes 80,5. Implikasi dari penelitian ini adalah (1) bahan ajar yang dikembangkan memberikan sumbang praktis dalam pelaksanaan pembelajaran, (2) menambah motivasi belajar siswa dan memudahkan siswa dalam mamahami materi cerita rakyat (hikayat), (3) materi ajar yang dikembangkan dapat menambah ilmu pengetahuan pada guru dalam meningkatkan kualitas pembelajaran dan menciptakan pembelajaran yang menarik dan bermakna, (4) materi ajar yang dikembangkan dapat digunakan sebagai salah satu alternatif pendamping pada materi teks cerita rakyat (hikayat).

Kata kunci : Pengembangan, Bahan ajar, Hikayat, Digital, Multimedia, Interaktif

ABSTRACT

Ramnaega Lisfariah Siregar, NIM. 8216182005. Development of Teaching Materials for Folklore Texts (Hikayat) in The Form of Interactive Digital Multimedia for Class X Students of SMAN 3 Padangsidempuan. Thesis: Master of Indonesian Language and Literature Education. State University of Medan. 2025.

This study aims to determine the results of the development of teaching materials for folklore texts (hikayat) in the form of digital interactive multimedia for class X students of SMAN 3 Padangsidempuan. The results of the study showed 1) The process of developing teaching materials with the ADDIE model went well. 2) Teaching materials in the form of digital interactive multimedia, which are adjusted to the characteristics of class X students at SMAN 3 Padangsidempuan and refer to the Learning Outcomes (CP) Phase E of the Independent Curriculum. Teaching materials are developed in an interactive digital format so that they can be accessed via laptops/computers, tablets, Smartphones (Android/iOS). 3) The feasibility of teaching materials for folklore texts (hikayat) is declared very feasible for use based on the validation of material experts covering aspects of content/material feasibility, presentation feasibility, and language feasibility, obtaining an average score of 95% with the criteria "very feasible", design experts covering aspects of graphic feasibility obtained an average score of 94% with the criteria "very feasible". The response of educators obtained a percentage score of 95% with the criteria very feasible. Student responses obtained a percentage score of 96% with the criteria very feasible. The effectiveness of teaching materials for folklore texts (hikayat) in the form of interactive digital multimedia shows an increase from an average pre-test result of 61 to a post-test result of 80.5. The implications of this research are: (1) the teaching materials developed provide practical contributions to the implementation of learning, (2) increase students' learning motivation and make it easier for students to understand folklore (hikayat) material, (3) the teaching materials developed can increase teachers' knowledge in improving the quality of learning and creating interesting and meaningful learning, (4) the teaching materials developed can be used as an alternative companion to folklore (hikayat) text material.

Keywords: Development, Teaching materials, Tales, Digital, Multimedia, Interactive