

ABSTRAK

Wenny Anggraeni. NIM 8166192030. Pengembangan Multimedia Interaktif Dalam Cerita Anak Berbasis Pendidikan Karakter Pada Siswa Kelas VII SMP Panca Budi Medan. Tesis: Pendidikan Bahasa dan Sastra Indonesia. Program Pascasarjana Universitas Negeri Medan.

Penelitian ini bertujuan : (1) Mendeskripsikan proses pengembangan multimedia interaktif pada materi cerita anak berbasis pendidikan karakter di kelas VII SMP Panca Budi Medan. (2) Mendeskripsikan kelayakan multimedia interaktif pada materi cerita anak berbasis pendidikan karakter di kelas VII SMP Panca Budi Medan. (3) Mendeskripsikan keefektifan multimedia interaktif pada materi cerita anak berbasis pendidikan karakter di kelas VII SMP Panca Budi Medan. Multimedia interaktif dalam cerita anak (fabel) dikembangkan dalam bentuk CD pembelajaran interaktif. Metode penelitian ini adalah penelitian dan pengembangan *Research and Development* (R&D) dengan model DDD-E (Decide, Design, Develop, Evaluate). Hasil penelitian menunjukkan bahwa : (1) validasi ahli desain dengan persentase rata-rata 82% dengan kriteria “sangat baik”. (2) validasi ahli materi dengan persentase rata-rata 94% dengan kriteria “sangat baik”. (3) validasi guru dengan persentase rata-rata 96% dengan kriteria “sangat baik”. (4) uji coba perorangan dengan persentase rata-rata 77% dengan kriteria “baik”. (5) uji coba kelompok kecil dengan persentase rata-rata 87% dengan kriteria “sangat baik”. (6) uji coba lapangan terbatas dengan persentase rata-rata 95% dengan kriteria “sangat baik”. Kegiatan akhir dari pengembangan media pembelajaran ini dilanjutkan dengan melihat keefektifitasan siswa dalam pembelajaran fabel. Penelitian ini dilakukan pada siswa kelas VII SMP Panca Budi Medan. Hasil belajar tes pemebelajaran fabel pada materi ciri-ciri dan unsur sebelum menggunakan media pembelajaran rata-rata sebesar 60, sedangkan hasil belajar tes sesudah menggunakan media pembelajaran rata-rata 78,6. Selisih yang diperoleh 18,6 dari sebelum ke sesudah. Hasil belajar tes pemebelajaran pada materi menceritakan kembali fabel sebelum menggunakan media pembelajaran rata-rata sebesar 68,66, sedangkan hasil belajar tes sesudah menggunakan media pembelajaran rata-rata sebesar 83,83. Selisih yang diperoleh sebesar 15,17 dari sebelum ke sesudah. Implikasi multimedia interaktif dalam pembelajaran fabel adalah media pembelajaran ini akan memberikan kemudahan bagi guru untuk memberikan materi pelajaran, serta memberikan kemudahan bagi siswa dalam menerima dan menerapkan materi pelajaran yang diberikan.

Kata Kunci: multimedia, cerita anak, pendidikan karakter

ABSTRACT

Wenny Anggraeni. NIM 8166192030. Development of Interactive Multimedia in Children's Stories Based on Character Education in Class VII Students of Panca Budi Middle School Medan. Thesis: Indonesian Language and Literature Education. Postgraduate Program in Medan State University.

This study aims: (1) Describe the process of developing interactive multimedia on children's story material based on character education in class VII of Panca Budi Middle School Medan. (2) Describe the feasibility of interactive multimedia in children's story material based on character education in class VII of Panca Budi Middle School Medan. (3) Describe the effectiveness of interactive multimedia on children's story material based on character education in class VII of Panca Budi Middle School Medan. Interactive multimedia in children's stories (fables) was developed in the form of interactive learning CDs. This research method is Research and Development (R & D) research and development with the DDD-E model (Decide, Design, Develop, Evaluate). The results showed that: (1) validation of design experts with an average percentage of 82% with the criteria of "very good". (2) material expert validation with an average percentage of 94% with the criteria of "very good". (3) teacher validation with an average percentage of 96% with the criteria of "very good". (4) individual trials with an average percentage of 77% with the criteria of "good". (5) small group trials with an average percentage of 87% with the criteria of "very good". (6) limited field trials with an average percentage of 95% with the criteria of "very good". The final activity of the development of learning media is continued by looking at the effectiveness of students in fable learning. This research was conducted on VII grade students of Panca Budi Middle School Medan. The learning outcomes of fable learning tests on the material characteristics and elements before using learning media averaged 60, while the test learning outcomes after using learning media averaged 78.6. The difference obtained was 18.6 from before to after. Learning learning outcomes in the material retelling fables before using learning media averaged 68.66, while the test learning outcomes after using learning media averaged 83.83. The difference obtained is 15.17 from before to after. The implication of interactive multimedia in fable learning is this learning media will provide convenience for teachers to provide subject matter, and provide convenience for students in receiving and applying the subject matter provided.

Keywords: multimedia, children's stories, character education