ABSTRAK

Dewi Sartika Simbolon, NIM. 8156124002, Pengembangan Model Pembelajaran Religious Berbasis Autoplay untuk Membentuk Karakter Siswa Pada Mata Pelajaran Pendidikan Agama Katolik dan Budi Pekerti Tingkat SMA. Disertasi, Program Doktoral Teknologi Pendidikan, Pascasarjana Universitas Negeri Medan.

Pengembangan model pembelajaran religious berbasis autoplay untuk membentuk karakter siswa pada mata pelajaran Pendidikan agama katolik tingkat SMA Kota Medan 2023. Penelitian ini didasari oleh permasalahan karakter siswa yang selama ini kurang baik. Tujuan penelitian ini adalah untuk mengembangkan dan menguji tingkat kevalidan, kepraktisan, dan keefektifan model pembelajaran religious berbasis autoplay untuk membentuk karakter siswa SMA. Metode penelitian yang digunakan adalah penelitian pengembangan. Model Pembelajaran religious berbasis autoplay dikembangkan memenuhi kriteria komponen model pembelajaran yakni sintaks model, system social, system pendukung, prinsip reaksi pengelolaaan dan dampak instrupsional dan pengiring, serta instrument-instrumen yang diperlukan. Pengembangan model pembelajaran yang dilakukan mengikuti tahapan pengembangan yang dikemukakan oleh borg and gall dengan memperhatikan 3 aspek produk. Instumen yang dikembangkan berupa lembar validasi model pembelajaran dan perangkat pembelajaran, angket karakter yang divalidasi oleh ahli dan praktisi. Hasil penelitian menunjukkan bahwa: terdapat model pembelajaran *Religious* berbasis autoplay yang dikembangkan valid dan efektif, Hasil Belajar siswa dengan menggunakan model pembelajaran Religius berbasis autoplay adalah dari persentase pencapaian Hasil Belajar meningkat menjadi 86,11%; dan rata-rata respon siswa tentang seberapa pentingnya nilai-nilai pendidikan karakter sebesar 91% sudah melebihi batas minimal yang di tentukan yaitu sebesar ≥ 80%. Hal ini menunjukkan bahwa siswa sudah mempunyai respon positif terhadap nilai-nilai pendidikan karakter. Implikasi penelitian ini berupa model pembelajaran yang dapat meningkatkan hasil belajar dan membentuk karakter siswa. Peneliti berharap peneliti selanjutnya menerapkan model pembelajaran religious berbasis autoplay baik ditingkat dasar maupun menengah

Kata kunci : Religious, Model Dewia, Karakter Siswa, dan autoplay

ABSTRACT

Dewi Sartika Simbolon, NIM. 8156124002, Development of an Autoplay-Based Religious Learning Model to Shape Student Character in Catholic Religious Education and Moral Education Subjects at the High School Level. Dissertation, Doctoral Program in Educational Technology, Postgraduate Program, Medan State University.

Dewi Sartika Simbolon, Development of an autoplay religion-based learning model to shape student character in the subject of Catholic religious education at the Medan City High School level in 2023. This research faces the problem of student character which has not been good so far. The purpose of this study was to develop and test the level of validity, practicality, and effectiveness of autoplay religion-based learning models to shape the character of high school students. The research method used is development research. The autoplay religion-based learning model was developed to meet the criteria for learning components, namely model syntax, social systems, support systems, management reaction principles and instructional and accompaniment impacts, as well as the necessary instruments. The development of the learning model follows the development stages proposed by Borg and Gall by paying attention to 3 aspects of the product. The instruments developed were in the form of learning model validation sheets and learning tools, character questionnaires which were validated by experts and practitioners. The results showed that: there was an autoplay- based religious learning model that was developed valid and effective. Student learning outcomes using the autoplay-based religious learning model were from the proportion of pressure learning outcomes increased to 86.11%; and the average response on how important the character values of educational students is by 91% has exceeded the specified minimum limit of ≥ 80%. This shows that students already have a positive response to the values of educational character. The implication of this research is in the form of a learning model that can improve learning outcomes and shape student character. The researcher hopes that further researchers will apply the autoplay-based religious learning model at both the elementary and secondary levels

Keywords: Religious, Dewia Model, Student Character, and autoplay