

ABSTRAK

Nurul Fadillah, NIM: 8206181006. Pengembangan Bahan Ajar Berbantuan Media Interaktif Pada Siswa Disleksia Kelas I SD Negeri Kecamatan Medan Deli. Program Studi Pendidikan Dasar. Pascasarjana. 2023

Penelitian ini dilatarbelakangi oleh permasalahan masih rendahnya kemampuan membaca permulaan siswa yang mengalami kesulitan belajar membaca (disleksia). Tujuan dari penelitian ini adalah pengembangan bahan ajar membaca permulaan dengan model kosonan vokal – konsonan vokal dengan bantuan media interaktif yang layak dan efektif untuk digunakan oleh siswa disleksia. Penelitian ini merupakan penelitian pengembangan dengan menggunakan model 4D yaitu tahap *define, design, develop, dan disseminate*. Subyek penelitian berjumlah 10 siswa disleksia kelas 1 sekolah dasar Kecamatan Medan Deli. Sedangkan objek dalam penelitian ini adalah bahan ajar membaca permulaan berbantuan media interaktif. Instrumen penelitian yang digunakan terdiri dari lembar validasi ahli materi, media dan desain. Hasil penelitian kelayakan uji validitas ahli materi memperoleh skor 93%, ahli media memperoleh skor 95% , dan ahli desain memperoleh skor 93%. Sedangkan hasil keefektifan tersebut didasarkan pada hasil kemampuan membaca permulaan siswa yang diperoleh dari hasil pre-test memperoleh skor 40% dan hasil post-test memperoleh skor 87%, kemudian untuk respon guru memperoleh skor 91% dan respon siswa memperoleh skor 92%. Berdasarkan hasil tersebut dapat dikatakan bahwa bahan ajar memulai membaca melalui media interaktif bagi siswa difabel belajar (disleksia) di kelas I sekolah dasar Negeri Kecamatan Medan Deli layak untuk digunakan dan efektif.

Kata Kunci : Disleksia, Membaca Permulaan, Media Interaktif



ABSTRACT

Nurul Fadillah, NIM: 8206181006. Development of Interactive Media-Assisted Teaching Materials for Dyslexic Class I Students at Medan Deli District's Public Elementary Schools, Program for Study in Basic Education Postgraduate, 2023

This research is motivated by the problem of the low initial reading ability of students who have difficulty learning to read (dyslexia). The purpose of this research is to develop teaching materials for beginning reading with vowel-consonant models with the help of appropriate and effective interactive media for use by dyslexic students. This research is a development research using the 4D model, namely the define, design, develop, and disseminate stages. The research subjects were 10 dyslexic students in class 1 of the Medan Deli sub-district elementary school. While the object of this study is teaching materials for beginning reading with the help of interactive media. The research instrument used consisted of material expert validation sheets, media and design. The results of the feasibility study of the validity test of material experts obtained a score of 93%, media experts obtained a score of 95%, and design experts obtained a score of 93%. While the effectiveness results were based on the results of students' initial reading ability obtained from the results of the pre-test obtaining a score of 40% and the results of the post-test obtaining a score of 87%, then for teacher responses obtaining a score of 91% and student responses obtaining a score of 92%. Based on these results it can be said that teaching materials for starting reading through interactive media for students with learning disabilities (dyslexia) in class I of the Medan Deli District Public Elementary School are feasible and effective.

Keywords: Beginning Reading, Dyslexia, and Interactive Media

