

ABSTRAK

PENGEMBANGAN MEDIA KOMIK SEJARAH BERMUATAN PENDIDIKAN KARAKTER DALAM MATERI RESPON BANGSA INDONESIA TERHADAP IMPERIALISME DAN KOLONIALISME UNTUK SISWA SMA

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2017

Penelitian ini bertujuan mengembangkan media komik sejarah bermuatan pendidikan karakter yang layak digunakan untuk siswa SMA pada materi respon bangsa Indonesia terhadap imperialisme dan kolonialisme.

Jenis penelitian ini adalah penelitian dan pengembangan. Pengembangan media komik menggunakan langkah-langkah dan desain program pembelajaran menurut Dick & Carey: (1) analisis kebutuhan dan tujuan, (2) analisis pembelajaran, (3) analisis pembelajar dan konteks, (4) merumuskan tujuan performansi, (5) mengembangkan instrument, (6) mengembangkan strategi pembelajaran, (7) mengembangkan dan memilih bahan pembelajaran, (8) merancang dan melakukan evaluasi formatif, (9) melakukan revisi, dan (10) diperoleh hasil produk akhir. Validasi dilakukan oleh ahli materi, ahli media, ahli pendidikan karakter, dan guru sejarah. Subjek uji coba siswa kelas XI IPS SMA Pangudi Luhur Yogyakarta. Uji coba yang dilakukan yaitu uji coba perorangan, dan kelompok. Pengumpulan data dilakukan dengan cara kuesioner dan wawancara. Teknik analisis data dilakukan secara deskriptif analitis.

Hasil validasi dan uji coba menunjukkan bahwa produk komik sejarah yang dikembangkan layak digunakan sebagai media pembelajaran. Hal ini ditunjukkan oleh: (1) hasil validasi dari ahli materi dalam kategori “sangat baik”, (2) hasil validasi dari ahli media dalam kategori “sangat baik”, (3) hasil validasi dari ahli pendidikan karakter dalam kategori “sangat baik”, (4) hasil validasi dari guru I dan guru II dalam kategori “baik”, (5) hasil dari uji coba perorangan dalam kategori “sangat baik”, dan (6) hasil dari uji coba kelompok termasuk dalam kategori “sangat baik” juga.

Kata Kunci : Pendidikan Karakter, dan Media Komik Sejarah.

ABSTRACT

THE DEVELOPMENT OF HISTORY COMIC MEDIA USING CHARACTER EDUCATION ON THE MATERIAL RESPONSE OF INDONESIA ABOUT IMPERIALISM AND COLONIALISM FOR SENIOR HIGH SCHOOL STUDENT

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This research aims to develop a history comic media using educational character which is suitable and interesting learning media for Senior High School students related to the material, i.e. response of the Indonesian people toward imperialism and colonialism.

The research method of this thesis is research and development (R&D). To the comic media the steps of instructional design model by Dick & Carey were used that involve: (1) analyzing instructional needs and goals, (2) conducting instructional analysis, (3) conducting instructional and contexting analysis, (4) writing performance objectives, (5) developing instrument, (6) developing instructional strategy, (7) developing and selecting instructional materials, (8) designing and conducting formative evaluation of instruction, (9) revising instruction, and (10) presenting final product. Product validation was performed by a material expert, a media expert, a character education expert, and two history teachers. The subjects of the trials were the eleventh grade student of the Pangudi Luhur Senior High School Yogyakarta. Trials done were individual and group trial. Data collection was done by questioner and interview. Analyzing technic was done with descriptive analytical method.

Validation and trials result show that developing history comic media product using characteristic education was suitable to use as educational media. This is shown by: (1) scoring result from material expert was under “very good” category, (2) scoring result from media expert was under “very good” category, (3) scoring result from character education expert was under “very good”, (4) scoring result from teacher one and teacher two was under “good” category, (5) scoring result from individual trial was under “very good” category, and (6) scoring result from group trial was also under “very good” category.

Key Words : Character Education, and History Comic Media.