

ABSTRAK

**PENGEMBANGAN MEDIA KOMIK SEJARAH BERMUATAN
PENDIDIKAN KARAKTER DALAM MATERI PENDUDUKAN JEPANG DI
INDONESIA UNTUK SISWA SMA**

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Penelitian ini bertujuan untuk mengembangkan media komik sejarah bermuatan pendidikan karakter dalam materi pendudukan Jepang di Indonesia yang layak digunakan untuk siswa SMA.

Penelitian ini menggunakan metode penelitian dan pengembangan yang mengikuti langkah – langkah 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 instrumen, (6) mengembangkan strategi pembelajaran, (7) mengembangkan dan memilih bahan pembelajaran, (8) merancang dan melakukan evaluasi formatif, (9) melakukan revisi, (10) produk akhir. Validasi dilakukan oleh ahli materi, ahli media, ahli pendidikan karakter, dan guru. Subjek uji coba adalah siswa kelas XII IPS SMA Negeri 1 Kasihan. Uji coba dilakukan dua tahap, yaitu uji coba perorangan dan kelompok kecil. Data dikumpulkan dengan teknik kuesioner dan wawancara. Teknik analisis data menggunakan metode kualitatif dan kuantitatif.

Hasil penilaian menunjukkan bahwa produk komik sejarah yang dikembangkan layak digunakan untuk siswa SMA. Hal ini ditunjukkan dari hasil validasi dari ahli materi, ahli media, ahli pendidikan karakter dan dua guru memberikan kriteria “baik”. Hasil penilaian dari uji coba perorangan dan kelompok kecil memberikan kriteria “sangat baik”.

ABSTRACT

THE DEVELOPMENT OF HISTORY COMIC MEDIA ABOUT JAPANESE OCCUPATION IN INDONESIA FOR HIGH SCHOOL STUDENTS IN CHARGE OF CHARACTER EDUCATION

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This research aims to develop appropriate learning media to develop character education of senior high school students using the subject matter Japanese occupation in Indonesia.

This research used Research and Development that follow the steps of instructional design model by Dick & Carey: (1) the analysis of instructional needs and goals, (2) conducting instructional analysis, (3) conducting instructional and contexting analysis, (4) summarizing performance objectives, (5) developing instrument(s), (6) developing instructional strategy, (7) developing and selecting instructional materials, (8) designing and conducting formative evaluation of instruction, (9) revising instruction, (10) presenting final product. Validating was performed by a material expert, a media expert, a character education expert, and two history teachers. The test subjects were the 12th (final) grade of IPS (social sciences) in SMA Negeri 1 Kasihan (Kasihan 1 Senior State High School). The testing was conducted through two phases, they were personal test and small group testing. The data were gained by applying questionnaire and interview. The data analysis technique uses qualitative and quantitative method.

The result of the assessment indicates that the history comic product is suitable for the Senior High School Students. It is indicated through the validation result from material expert, media expert, character education expert, and the teachers, all of them gave it a "good" criteria. The assessment result from personal testing and small group also stated "very good".