

ABSTRAK
PENGEMBANGAN PROTOTIPE SOAL TES
ASESMEN HASIL PENDIDIKAN KARAKTER RASA INGIN TAHU
DAN KARAKTER MENGHARGAI PRESTASI
BERBASIS FILM KARAKTER DI SMP
(Uji Coba Terbatas pada Siswa Kelas VII dan VIII
di SMP Negeri 1 Gedung Aji Baru Tahun Ajaran 2016/2017)

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Penelitian ini bertujuan: 1) Mengembangkan prototipe soal tes asesmen hasil pendidikan karakter rasa ingin tahu dan karakter menghargai prestasi berbasis film karakter yang efektif; 2) Menguji kualitas (validitas, reliabilitas, daya beda, dan tingkat kesukaran) soal tes asesmen hasil pendidikan karakter rasa ingin tahu dan karakter menghargai prestasi berbasis film; 3) Mengukur capaian hasil pendidikan karakter rasa ingin tahu dan karakter menghargai prestasi berdasarkan hasil uji coba prototipe soal tes yang dikembangkan; 4) Menganalisis efektivitas penggunaan prototipe soal tes asesmen pendidikan karakter rasa ingin tahu dan karakter menghargai prestasi berdasarkan penilaian siswa.

Jenis penelitian ini adalah penelitian dan pengembangan (R&D). Subjek penelitian ini siswa kelas VII dan VIII di SMP Negeri 1 Gedung Aji Baru Tahun Ajaran 2016/2017 berjumlah 70 siswa. Pengumpulan data menggunakan soal tes hasil pendidikan karakter rasa ingin tahu dan karakter menghargai prestasi, berbentuk pilihan ganda dengan respon bergradasi dan skala penilaian efektifitas model menurut penilaian siswa. Teknik analisis data menggunakan IRT model Rasch dan capaian hasil karakter siswa menggunakan analisis deskriptif kategori.

Hasil penelitian menunjukkan: 1) Peneliti dapat mengembangkan produk yang di desain dalam penelitian berupa Prototipe Soal Tes Asesmen Hasil Pendidikan Karakter Rasa Ingin Tahu dan Karakter Menghargai Prestasi Berbasis Film Karakter di SMP. 2) Berdasarkan hasil uji validitas semua item soal tes valid. Reliabilitas soal tes karakter rasa ingin tahu sebesar (0,92) dan karakter menghargai prestasi sebesar (0,94). Keduanya masuk ke dalam kategori indeks reliabilitas sangat bagus/tinggi. Tingkat kesukaran item soal tes karakter rasa ingin tahu ditemukan 17 item soal yang memiliki tingkat kesulitan sedang, 2 item dengan kesulitan tinggi dan 1 item masuk kategori mudah. Sedangkan pada karakter menghargai prestasi ditemukan 14 item soal yang memiliki tingkat kesulitan sedang, 2 item dengan kesulitan tinggi dan 4 item masuk kategori mudah. Butir soal yang dikembangkan memiliki daya beda 3) Capaian hasil pendidikan karakter rasa ingin tahu dan karakter menghargai prestasi menunjukkan sebagian besar siswa mendekati kategori tinggi. 4) Menurut penilaian siswa penggunaan prototipe soal tes asesmen karakter rasa ingin tahu dan karakter menghargai prestasi memiliki keefektifan.

Kata kunci: *prototipe, soal tes asesmen, pendidikan karakter, karakter rasa ingin tahu, karakter menghargai prestasi, film karakter*

ABSTRACT**THE TEST QUESTION PROTOTYPE DEVELOPMENT OF CURIOUS AND ACHIEVEMENT APPRECIATION CHARACTER EDUCATION ASSESSMENT BASED ON CHARACTER MOVIES IN JUNIOR HIGH SCHOOL***(Limited Trial on 7th and 8th grade students at SMP Negeri 1 Gedung Aji Baru Year 2016/2017)*

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This research was aimed to: 1) Develop an assessment test prototype of curious and achievement appreciation character education based on an effective character movie result; 2) check the quality (validity, reliability, appropriateness, and difficulty level) of assessment test of curious and achievement appreciation character education based on movie result.; 3) measure the achievement of curious and achievement appreciation character education based on the developed test prototype trial result; 4) analyze the effectiveness of the assessment test prototype of curious and achievement appreciation character education based on the students judgement.

The research was a research and development (R&D) type. The research subject was 7th and 8th grade students in SMP Negeri 1 Gedung Aji Baru Year 2016/2017 with total 70 students. The data gathering used the curious and achievement appreciation character education result test that was a multiple choice style test with gradation respond and the effectiveness scale model based on students' judgement. Data analysis technique used the IRT Rasch model and the student character achievement using categorization descriptive analysis.

The research analysis shows: 1) Researcher can develop product that designed during research that formed as Test Question Prototype of Curious and Achievement Appreciation Character Education Assessment Based On Character Movies in Junior High School. 2) Based on the validity test, all items were valid. The reliability of the curious character was (0,92) and the achievement appreciation was (0,94). Both were in the high/good category of reliability index. The difficulty level of the curious character test item was determined as follow: 17 test items with medium difficulty, 2 test items with high difficulty and 1 test item in easy category. In the other side, in the achievement appreciation character was found 14 test items with medium difficulty, 2 test items with high difficulty and 4 test items in easy category. The test items that developed have appropriateness, 3) The achievement of curious and achievement appreciation character education shows most of the student were in high category. 4) Based on students' judgment, the use of the curious and achievement appreciation character assessment test prototype is effective.

Keywords: *prototype, assessment test question, character education, curious character, achievement appreciation character, character movie*