

## ABSTRAK

### **PENGEMBANGAN MEDIA AUDIO VISUAL CANDI TIKUS YANG BERMUATAN NILAI KARAKTER UNTUK PEMBELAJARAN SEJARAH INDONESIA SISWA SMA KELAS X**

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Penelitian ini bertujuan untuk mengembangkan media audio visual Candi Tikus yang bermuatan nilai karakter bagi pembelajaran sejarah Indonesia siswa SMA kelas X.

Penelitian ini menggunakan metode penelitian dan pengembangan menurut Dick & Carey yaitu: (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, dan ahli pendidikan karakter. Uji coba produk dilakukan dalam dua tahap yaitu: perorangan (guru) dan kelompok kecil (peserta didik kelas X SMA Stella Duce 2 Yogyakarta). Teknik pengumpulan data menggunakan observasi, kuesioner dan wawancara. Teknik analisis data menggunakan teknik kuantitatif dan kualitatif.

Hasil validasi ahli dan uji coba produk menunjukkan bahwa produk media audio visual Candi Tikus yang dikembangkan layak untuk digunakan sebagai media pembelajaran. Hasil validasi dari ahli materi termasuk kategori “baik”, ahli media termasuk kategori “sangat baik”, dan ahli pendidikan karakter termasuk kategori “baik”. Hasil uji coba perorangan termasuk dalam kategori “sangat baik”. dan uji coba kelompok kecil termasuk kategori “sangat baik”.

**Kata Kunci:** Penelitian dan Pengembangan, Media, Audio visual, Peninggalan Majapahit, Candi Tikus, Nilai Karakter, Sejarah Indonesia, Siswa SMA kelas X

## ABSTRACT

### **THE DEVELOPMENT OF AUDIO VISUAL MEDIA FOR TIKUS TEMPLE THAT CONTAINS CHARACTER VALUES FOR INDONESIAN HISTORY LEARNING PROCESS FOR THE TENTH GRADE STUDENTS OF SENIOR HIGH SCHOOL**

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The research aims at developing audio visual media for Tikus Temple that contains character values for Indonesian history learning process for the tenth grade students of Senior High School.

The research uses research and development methods established by Dick & Carey, containing: (1) instructional needs and goals analyses, (2) learning analysis, (3) learning analysis and context, (4) formulating an act of performance, (5) developing instruments, (6) developing learning strategies, (7) developing and selecting learning materials, (8) designing and conducting formative evaluation, (9) revising the instructions, (10) last product. The validation was done by a material expert, a media expert, and a character education expert. Product testings were performed in two stages that is: by individual (a teacher) and by a small group (grade tenth students of Stella Duce Senior High School 2 Yogyakarta). Data collection was performed using observation, questionnaires and interviews. Qualitative and quantitative techniques were used to make data analyses.

The results of the validation by experts and product testings show that the audio visual media for Tikus Temple is feasible to be expanded. The results of the validation from the material expert includes in “good” category, from the media expert includes in “very good” category, and from the character education expert includes in “good” category. The results from individual test includes in “very good” category and results from the small group includes in “very good” category.

**Keywords:** Research & Development, Media, Audio visual, Heritage of Majapahit, Tikus Temple, Character value, Indonesia history, Senior High School on X grade