

## ABSTRAK

### PENGEMBANGAN MEDIA *AUDIO VISUAL* KUBUR PANGGUNG YANG BERMUATAN NILAI KARAKTER UNTUK PEMBELAJARAN SEJARAH INDONESIA BAGI SISWA KELAS X

Isra Nugraha Pratowo  
Universitas Sanata Dharma

2019

Penelitian ini bertujuan untuk mengembangkan media *audio visual* sejarah yang bermuatan nilai karakter dalam materi peninggalan kerajaan Majapahit berupa situs kubur panggung yang layak digunakan untuk pembelajaran sejarah Indonesia bagi peserta didik.

Penelitian ini menggunakan metode penelitian dan pengembangan Dick & Carey dengan langkah-langkah sebagai berikut: (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. Tahap uji coba produk dilakukan dua kali yaitu uji coba perorangan dan kelompok kecil. Subjek uji coba perorangan adalah dua orang guru sejarah SMA. Subjek uji coba kelompok kecil adalah peserta didik kelas X MIPA SMA Negeri 1 Sewon. Data dikumpulkan dengan observasi, kuesioner, dan wawancara. Teknik analisis data menggunakan analisis kuantitatif dan kualitatif.

Hasil penilaian menunjukkan bahwa produk *audio visual* sejarah kubur panggung yang dikembangkan layak digunakan. Hal ini dibuktikan dari hasil validasi ahli media termasuk dalam kriteria “sangat baik”. Validasi dari ahli materi dan ahli pendidikan karakter termasuk dalam kriteria “baik”. Hasil penilaian dari uji coba perorangan termasuk dalam kriteria “baik”, sedangkan penilaian kelompok kecil termasuk dalam kriteria “sangat baik”.

Kata Kunci : Penelitian Pengembangan, Media *Audio Visual*, Sejarah Indonesia, Kubur Panggung, Nilai Karakter.

**ABSTRACT**

**THE DEVELOPMENT OF AUDIO-VISUAL MEDIA OF STAGE GRAVE (KUBUR PANGGUNG) THAT CONTAINS CHARACTER VALUES FOR HISTORY LEARNING OF INDONESIA FOR 10<sup>TH</sup> GRADE STUDENTS**

Isra Nugraha Pratowo  
Sanata Dharma University

2019

This study aimed to develop audio-visual media of history that contains character values in the materials inherited by Majapahit Empire in the form of stage grave site that was suitable to be used for history learning of Indonesia for students.

This study used the research and development method of Dick & Carey with the following steps: (1) needs and objectives analysis, (2) learning analysis, (3) learning and context analysis, (4) formulating performance goals, (5) developing instruments, (6) developing learning strategies, (7) developing and selecting learning materials, (8) designing and conducting formative evaluations, (9) making revisions, (10) final products. The validation was conducted by material expert, media expert, and character education expert. The phase of product trial was conducted twice, namely individual trial and small group trial. The subjects of individual trial were two high school history teachers. The subjects of small group trial were 10<sup>th</sup> grade students of Science, SMA Negeri 1 Sewon. The data were collected by using questionnaire and conducting observation and interview. The data were analyzed by using qualitative and quantitative analysis.

The results of the assessment indicated that the audio-visual product of stage grave history which has been developed was suitable to be used. It was proved from the result of media experts validation belonged with "very good" criteria. The validation from material expert and character education expert is also "good". The result of assessment from individual trial belonged to the "good" criteria, while the assessment from small group trial belonged to the "very good" criteria.

**Keywords:** Development Research, Audio-visual Media, Indonesian History, Stage Grave, Character Value.