

ABSTRAK

PENGEMBANGAN MEDIA AUDIO VISUAL CANDI BAJANG RATU YANG BERMUATAN NILAI KARAKTER UNTUK PEMBELAJARAN SEJARAH INDONESIA BAGI SISWA SMA KELAS X

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Penelitian ini bertujuan untuk mengembangkan Media Audio visual Sejarah dengan materi peninggalan Majapahit Candi Bajang Ratu bermuatan nilai karakter yang layak untuk siswa SMA kelas X.

Penelitian ini menggunakan metode pengembangan dan mengikuti langkah-langkah penelitian menurut Dick & Cerey 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. Tahap validasi dilakukan oleh tiga ahli yaitu, ahli media, ahli materi, dan ahli pendidikan karakter. Tahap uji coba dilakukan dua kali yaitu, uji perorangan dan kelompok. Subjek uji coba perorangan adalah dua orang guru sejarah SMA. Subjek uji coba kelompok kecil adalah siswa kelas X IPS SMA Pangudi Luhur Sedayu. Data dikumpulkan menggunakan teknik observasi, kuesioner, dan wawancara. Teknik analisis data menggunakan analisis kuantitatif dan kualitatif.

Hasil yang didapatkan dari penilaian menunjukkan bahwa produk media audio visual sejarah Candi Bajang Ratu yang dikembangkan layak digunakan, hal ini ditunjukkan melalui hasil validasi dari ahli media termasuk dalam kriteria “sangat baik”. Ahli materi dan ahli pendidikan karakter termasuk dalam kriteria “baik”. Hasil penilaian uji coba perorangan dan kelompok termasuk dalam kriteria “sangat baik”.

Kata Kunci : Penelitian Pengembangan, Media Audio visual, Sejarah Indonesia, Candi Bajang Ratu, Nilai Karakter.

ABSTRACT

DEVELOPMENT OF THE BAJANG RATU TEMPLE AUDIO VISUAL MEDIA THAT CONTAINS THE VALUE OF CHARACTER FOR INDONESIAN HISTORY LEARNING FOR CLASS X HIGH SCHOOL STUDENTS

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This research aims to develop an audio visual media history with material from the Majapahit Temple of Bajang Ratu containing the appropriate character values for high school students of class X

This study uses a development method and follows the steps of research according to Dick & Cerey: (1) analysis of needs and objectives, (2) analysis of learning, (3) analysis of learning and context, (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 phase is carried out by three material experts, namely, media experts, material experts, character education experts. The testing phase was carried out twice, namely, individual and group tests. The individual trial subjects were two high school history teachers. The subject of the small group trial was the IPS X class X students of Pangudi Luhur Sedayu High School. Data was collected using observation, questionnaire, and interview techniques. The data analysis technique uses quantitative and qualitative analysis.

The results obtained from the assessment indicate that the historical audio visual media products historical videos of the Bajang Ratu temple that were developed are suitable for use, this is shown through the validation results from media experts included in the criteria of "very good". Validation results from media experts and character education experts are included in the "good" criteria. The results of individual and group trial evaluations are included in the criteria of "very good".

Keywords: Development, Audio visual Media, Indonesian History, Bajang Ratu Temple, Character Value