

ABSTRAK

PENGEMBANGAN MEDIA *GAMALOKH* (GAMBAR DAN KLIK-KLOK HURUF) UNTUK MEMBANTU ANAK TULI KELAS 1 SEKOLAH DASAR BELAJAR MENGENAL HURUF DAN KOSAKATA

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Penelitian dilaksanakan berdasarkan analisis kebutuhan di SD Taman Muda Ibu Pawiyatan Tamansiswa Yogyakarta. Studi di lapangan menunjukkan bahwa terdapat anak Tuli yang belum mampu mengenal huruf abjad, dan memiliki penguasaan kosakata yang rendah. Selain itu, ketersediaan media pembelajaran sebagai penunjang proses belajar di kelas juga sangat terbatas. Dengan demikian, dilakukan penelitian yang bertujuan mengembangkan media *Gamalokh* (*gambar dan klik-klok huruf*) untuk membantu anak Tuli kelas I SD belajar mengenal huruf dan kosakata, serta menguji kelayakannya. Produk yang dikembangkan berupa media *gamalokh*, modul penggunaan media *gamalokh*, dan video *tutorial* penggunaan media *gamalokh*. Kelayakan produk dilihat berdasarkan penilaian validator ahli media dan ahli materi.

Peneliti menggunakan jenis penelitian dan pengembangan atau R & D (Research and Development) menurut Borg dan Gall dan dibatasi menjadi 6 langkah dari 10 langkah, yaitu (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi desain, (5) revisi desain, dan (6) uji coba produk. Dikarenakan pandemi COVID-19, penelitian ini berhenti pada langkah kelima. Subjek penelitian ini adalah anak Tuli kelas I di SD Taman Muda Ibu Pawiyatan Tamansiswa Yogyakarta. Instrumen berupa pedoman wawancara, observasi, dan kuesioner. Skala penilaian pada instrumen yaitu penilaian skala 4. Teknik analisis data yang digunakan yaitu analisis data kuantitatif dan kualitatif.

Hasil rerata validasi oleh ahli media dan ahli materi menunjukkan bahwa produk yang dikembangkan berupa media *gamalokh* memperoleh skor akhir sebesar 3,72; modul penggunaan media *gamalokh* memperoleh skor akhir sebesar 3,69; serta video tutorial penggunaan media *gamalokh* memperoleh skor akhir sebesar 3,76. Ketiga hasil rerata termasuk ke dalam kriteria sangat baik yang artinya bahwa pengembangan media *gamalokh* layak di uji cobakan untuk membantu anak Tuli mengenal huruf dan kosakata.

Kata kunci: Penelitian dan pengembangan, anak Tuli, media pembelajaran, huruf, dan kosakata.

ABSTRACT

DEVELOPMENT OF GAMALOKH MEDIA (PICTURES AND CLICK LETTERS) TO HELP DEAF CHILDREN CLASS 1 ELEMENTARY SCHOOL LEARN TO RECOGNIZE LETTERS AND VOCABULARY

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The research was conducted based on a needs analysis at Taman Muda Ibu Pawiyatan Tamansiswa Elementary School, Yogyakarta. These field studies show that there are deaf children who have not been able to recognize the letters of the alphabet and have low vocabulary mastery. In addition, the availability of learning media to support the learning process in the classroom is also very limited. Thus, a study was conducted that aims to develop Gamalokh media (pictures and click- click letters) to help deaf children in grade I elementary school learn to recognize letters and vocabulary, and test their feasibility. Products developed in the form of media Gamalokh, media usage module gamalokh, and video tutorials mediause gamalokh. The feasibility of the product is seen based on the assessment of the validator of media experts and material experts.

Researchers use the type of research and development or R & D (Research and Development) according to Borg and Gall and are limited to 6 steps out of 10 steps, namely (1) potential and problems, (2) data collection, (3) product design, (4) design validation, (5) design revision, and (6) product testing. Due to the COVID-19 pandemic, this research stopped at the fifth step. The subjects of this study were deaf children in grade I at Taman Muda Ibu Pawiyatan Tamansiswa Elementary School, Yogyakarta. Instruments in the form of interview guidelines, observations, and questionnaires. The rating scale on the instrument is an assessment scale of 4. The data analysis technique used is quantitative and qualitative data analysis.

The average results of the validation by media experts and material experts showed that the product developed in the form of gamalokh media obtained a final score of 3.72; Gamalokh media usage module obtained a final score of 3.69, and video tutorials on the use of gamalokh media obtained a final score of 3.76. The three average results are included in the very good criteria, which means that the development of Gamalokh media deserves a trial to help deaf children recognize letters and vocabulary.

Keywords: *Research and development, deaf children, learning media, letters, and vocabulary.*