

ABSTRAK

PENGEMBANGAN MODUL PEMBELAJARAN CERPEN BERBASIS SOSIAL BUDAYA UNTUK MENINGKATKAN HOTS SISWA KELAS XI SMA

**Murni Setia Ningsih
NPM : 71170513048
Email: murnisetianingsih21@gmail.com**

Jenis penelitian ini adalah penelitian dan pengembangan (*research and development*). Penelitian ini bertujuan untuk mengembangkan modul pembelajaran cerpen berbasis sosial budaya untuk meningkatkan HOTS siswa kelas XI SMA. Untuk mengetahui tingkat kevalidan maka dilakukan penilaian oleh validator terhadap modul pembelajaran cerpen berbasis sosial budaya untuk meningkatkan HOTS siswa kelas XI SMA. Tingkat kevalidan modul dinilai berdasarkan penilaian dari validator yaitu ahli materi dan ahli desain. Prosedur pengembangan yang digunakan mengacu pada model pengembangan Thiagarajan (1974) yang telah dibatasi menjadi 3-D terdiri dari (1) pendefinisian, (2) perancangan, dan (3) pengembangan. Hasil penelitian ini menunjukkan bahwa modul pembelajaran cerpen berbasis sosial budaya untuk meningkatkan HOTS siswa kelas XI SMA telah memenuhi kriteria sangat baik. Penilaian terhadap tingkat kevalidan modul oleh ahli materi dengan nilai rata-rata sebesar 4,32 menunjukkan kriteria sangat baik dan ahli desain dengan nilai rata-rata sebesar 4,63 menunjukkan kriteria sangat baik. Sehingga dapat disimpulkan bahwa pengembangan modul pembelajaran cerpen berbasis sosial budaya untuk meningkatkan HOTS siswa kelas XI SMA menunjukkan kriteria sangat baik dan valid untuk digunakan sebagai bahan ajar pembelajaran pada kelas XI SMA. Namun, modul belum disebarluaskan ke siswa karena sistem pembelajaran terganggu di masa Pandemi Covid 19 sehingga dikatakan prototipe.

Kata Kunci: Pengembangan Modul Cerpen, Sosial Budaya, HOTS

ABSTRACT

DEVELOPMENT OF SOSIAL CULTURE BASED SHORT STORY LEARNING MODULE TO INCREASE HOTS CLASS XI STUDENTS

**Murni Setia Ningsih
NPM : 71170513048
Email: murnisetianingsih21@gmail.com**

This type of research is research and development (research and development). This study aims to develop a socio-cultural-based short story learning module to increase the HOTS of class XI high school students. To determine the level of validity, an assessment was carried out by the validator on the socio-cultural-based short story learning module to increase the HOTS of class XI high school students. The level of module validity is assessed based on the assessment of the validators, namely material experts and design experts. The development procedure used refers to the development model of Thiagarajan (1974) which has been limited to 3-D consisting of (1) definition, (2) design, and (3) development. The results of this study indicate that the socio-cultural-based short story learning module to increase the HOTS of class XI high school students has met the criteria very well. The assessment of the module's validity level by material experts with an average value of 4.32 indicates very good criteria and design experts with an average value of 4.63 indicates very good criteria. So it can be concluded that the development of a socio-cultural-based short story learning module to increase the HOTS of students in class XI SMA shows very good and valid criteria to be used as teaching materials for class XI SMA. However, the module has not been disseminated to students because the learning system was disrupted during the Covid-19 pandemic, so it is said to be a prototype. So it can be concluded that the development of a socio-cultural-based short story learning module to increase the HOTS of students in class XI SMA shows very good and valid criteria to be used as teaching materials for class XI SMA. However, the module has not been disseminated to students because the learning system was disrupted during the Covid-19 pandemic, so it is said to be a prototype. So it can be concluded that the development of a socio-cultural-based short story learning module to increase the HOTS of students in class XI SMA shows very good and valid criteria to be used as teaching materials for class XI SMA. However, the module has not been disseminated to students because the learning system was disrupted during the Covid-19 pandemic, so it is said to be a prototype.

Keywords: Short Story Module Development, Social Culture, HOTS