

ABSTRAK

PENGEMBANGAN MODUL BERBASIS VIDEO PADA MATERI DRAMA SISWA KELAS XI SMK PAB 3 MEDAN ESTATE

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Penelitian ini bertujuan untuk mengetahui pengembangan dan kelayakan produk modul berbasis video pada pembelajaran Bahasa Indonesia materi drama. Penelitian ini merupakan penelitian dengan metode pengembangan dari Borg & Gall yang dibatasi pada beberapa level saja yaitu penelitian pengembangan level 1. Adapun Tahap-tahap tersebut meliputi: a) Menemukan potensi dan masalah. b) Studi literatur dan pengumpulan informasi. c) Desain produk. d) Validasi desain. e) Desain teruji. Instrumen pada penelitian ini menggunakan kuesioner. Kuesioner ditujukan kepada validator ahli materi dan validator ahli desain/media pembelajaran serta sejumlah 20 siswa kelas XI SMK PAB 3 Medan Estate Jurusan Manajemen Perkantoran untuk mengetahui analisis kebutuhan siswa pada bahan ajar dan media pembelajaran. Teknik analisis data yang digunakan dalam menghitung presentase indikator untuk mengetahui kelayakan media pembelajaran menggunakan analisis deskriptif kuantitatif.

Hasil validasi kelayakan modul berbasis video berdasarkan penilaian validasi oleh ahli materi terhadap modul berbasis video diperoleh rata-rata nilai secara keseluruhan sebanyak 97.5% termasuk kedalam kriteria sangat layak, hasil validasi nilai oleh, ahli desain modul memperoleh nilai rata-rata 98.3% termasuk kedalam kriteria sangat layak, dan hasil validasi. Dan ahli media pembelajaran memperoleh nilai rata-rata 96.2% termasuk kedalam kriteria sangat layak.

Kata kunci: *Penelitian pengembangan level 1, Media pembelajaran, Drama,*

Kelayakan

ABSTRACT

THE DEVELOPMENT OF MODULE BASED ON VIDEO AT THE DRAMA MATERIAL OF CLASS XI VOCATIONAL SCHOOL OF PAB 3 MEDAN ESTATES

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This study aims to determine the development and feasibility of video-based module products in learning drama material in Indonesian subject. This research is a research with the development method from Borg & Gall in Sugiyono (2017: 40) which is limited to a few levels, namely the level 1. The stages include: a) Finding potential and problems. b) Literature study and information gathering. c) Product design. d) Design validation. e) Tested design. The instrument in this study used a questionnaire. The questionnaire was addressed to material expert validators and design / instructional media expert validators as well as a number of 20 students of class XI SMK PAB 3 Medan Estate Office Management Programs to determine the analysis of student needs on teaching materials and learning media. The data analysis technique used in calculating the percentage of indicators to determine the feasibility of learning media used quantitative descriptive analysis.

The results of the validation of the feasibility of the video-based module based on the validation assessment by material experts on the video-based module, it was obtained an overall average value of 97,5% including the very feasible criteria, the results of value validation by, module design experts obtained an average value of 98,3% included in the very feasible criteria, and the result of the validation. And learning media experts obtain an average value of 96.2% which is included in the very feasible criteria.

Keywords: *Level 1 development research, Learning Media, Drama, Feasibility*

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