

ABSTRAK

PENGEMBANGAN MATEGHI PEMBELAJAGHAN AKSARA LAMPUNG BERBASIS MEDIA ANIMASI 2D DI KELAS II MADRASAH IBTIDAIYAH NEGERI (MIN) BANDAR LAMPUNG : IMPLEMENTASI TPACK

Anjak

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Keteghbatasan pemahaman mateghi aksara Lampung ghik kughangni minat peseghta didik bulajagh bahasa Lampung guwai peserta didik ngena nilai standar KKM yakdo 70. Ulah sina, Penelitian sinji guwai ngungkapko peghmasalahan ghik ngehasilko produk berupa mateghi aksara Lampung bubasis media animasi 2D ghik implementasi TPACK.

Jenis penelitian sinji pengembangan atau research and development (R&D). Desain pengembanganni ngegunako model ADDIE jama tahapan yakdo ,(1) Analysis; (2) Design; (3) Development; (4) Implementation; (5) Evaluation. Teknik pengumpulan data yakdo wawancara, angket, observasi, ghik dokumentasi. Analisis data yakdo analisis data kuantitatif. Penelitian sinji dilakuko di 3 sekolah yakdo Madrasah Ibtidaiyah Negeri (MIN) 1, Madrasah Ibtidaiyah Negeri (MIN) 4 Bandar Lampung ghik Madrasah Ibtidaiyah Negeri (MIN) 7 Bandar Lampung. Uji kelayakan produk divalidasi jama ahli materi, ahli media, kanca/praktisi ghik peserta didik.

Hasil penelitian nunjukko bahwa (1) beghasil dikembangko materi pembelajaran aksara Lampung berbasis media animasi 2D serta implikasini di lom pendekatan TPACK pakai siswa kelas II Madrasah Ibtidaiyah Negeri (MIN). (2) kelayakan produk materi pembelajaran aksara Lampung bubasis media animasi 2D dinyatako sangat layak. Hasil validasi ahli materi, ahli media ghik teman sejawat/praktisi yakdo jama nilai 51,52 ghik 80 jama peghsentase 91%, 87%, ghik 90%. Hasil respon peserta didik siswa Madrasah Ibtidaiyah Negeri (MIN) 1,4, dan 7 Bandar Lampung diulih nilai hasil rata-rata 85,2%.

Cawa kunci: materi Aksara Lampung, media animasi 2D, TPACK

ABSTRAK

PENGEMBANGAN MATERI PEMBELAJARAN AKSARA LAMPUNG BERBASIS MEDIA ANIMASI 2D DI KELAS II MADRASAH IBTIDAIYAH NEGERI (MIN) BANDAR LAMPUNG : IMPLEMENTASI TPACK

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Keterbatasan pemahaman materi aksara Lampung, dan juga kurangnya minat peserta didik untuk belajar bahasa Lampung mengakibatkan siswa mendapatkan nilai standar KKM yaitu 70. Oleh karena itu, tujuan penelitian ini untuk mengungkapkan permasalahan dan menghasilkan produk berupa materi pembelajaran aksara Lampung berbasis media animasi 2D serta implementasi TPACK.

Jenis penelitian ini merupakan penelitian pengembangan atau *research and development* (R&D). Desain pengembangan menggunakan model ADDIE dengan tahapan yaitu, (1) *Analysis*; (2) *Design*; (3) *Development*; (4) *Implementation*; (5) *Evaluation*. Teknik pengumpulan data menggunakan wawancara, angket, observasi, dan dokumentasi. Analisis data menggunakan analisis data kuantitatif. Penelitian ini dilakukan di 3 sekolah yang meliputi Madrasah Ibtidaiyah Negeri (MIN) 1, Madrasah Ibtidaiyah Negeri (MIN) 4 Bandar Lampung dan Madrasah Ibtidaiyah Negeri (MIN) 7 Bandar Lampung. Uji kelayakan produk di validasi oleh ahli materi, ahli media, teman sejawat/praktisi, dan peserta didik.

Hasil penelitian menunjukkan bahwa (1) peneliti mengembangkan materi pembelajaran aksara Lampung berbasis media animasi 2D untuk siswa kelas II Madrasah Ibtidaiyah Negeri (MIN) serta implementasi TPACK. (2) kelayakan produk materi pembelajaran aksara Lampung berbasis media animasi 2D keseluruhan dinyatakan sangat layak. Hasil validasi ahli materi, ahli media dan teman sejawat/Praktisi yaitu dengan nilai 51, 52, dan 80 dengan presentase 91%, 87%, dan 90%. Hasil respon peserta didik Madrasah Ibtidaiyah Negeri (MIN) 1, 4, dan 7 Bandar Lampung diperoleh nilai presentase 85,2%.

Kata kunci: materi *Aksara Lampung*, media animasi 2D, TPACK

ABSTRACT

DEVELOPMENT OF LAMPUNG SCRIPT LEARNING MATERIALS BASED ON 2D ANIMATION MEDIA IN CLASS II MADRASAH IBTIDAIYAH NEGERI (MIN) BANDAR LAMPUNG : IMPLEMENTATION OF TPACK

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Limitations in understanding Lampung script material, as well as the lack of interest of students to learn Lampung language resulted in students getting a standard KKM score of 70. Therefore, the purpose of this study was to reveal the problem and produce a product in the form of Lampung script learning material based on 2D animation media and implementation of TPACK.

This type of research is development research or research and development (R&D). The development design uses the ADDIE model with stages namely, (1) Analysis; (2) Design; (3) Development; (4) Implementation; (5) Evaluation. Data collection techniques using interviews, questionnaires, observation, and documentation. Data analysis using quantitative data analysis. This research was conducted in 3 schools which included State Madrasah Ibtidaiyah (MIN) 1, State Madrasah Ibtidaiyah (MIN) 4 Bandar Lampung and State Madrasah Ibtidaiyah (MIN) 7 Bandar Lampung. The product feasibility test is validated by material experts, media experts, colleagues/practitioners and students.

The results of the study show that (1) learning materials for Lampung script based on 2D animation media have been successfully developed in the class II students of State Madrasah Ibtidaiyah (MIN) and implementation of TPACK. (2) the product feasibility of learning materials for the Lampung script based on 2D animation media as a whole was stated to be very feasible. The results of the expert validation from material experts, media experts, and colleagues/practitioners get the score 51, 52, and 80 with the percentage 91%, 87%, and 90% The results of the responses of the students of the 1.4 and 7 Bandar Lampung State Madrasah Ibtidaiyah (MIN) students obtained an average yield value of 85.2%.

Keywords: Lampung script material, 2D animation media, TPACK