

ABSTRAK

EPEKTIVITAS MEDIA AUDIOVISUAL HAGUK HASIL BELAJAR CERITA RAKYAT DAIRAH LAMPUNG SEKULAH MENENGAH PERTAMA

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Masalah sai dibahas delom penelitian sinji iyulah nilai hasil belajar cerita rakyat daerah Lampung peserta didik kelas VII SMP Muhammadiyah Ambarawa. Penelitian sinji bertujuan guwai menganalisis epektivitas media audiovisual haguk hasil belajar cerita rakyat daerah Lampung kelas VII SMP.

Penelitian sinji ngegunako metode penelitian *Pre-Experimental Design* jama desain penelitian "*One Group Pretest-Posttest Design*", yakdo penelitian sai ngegunako sai kelas eksperimen sai dikenihko perlakuan *pretest* jama *posttest*. Populasi delom penelitian sinji berjumlah 92 peserta didik rik sampel delom penelitian berjumlah 23 peserta didik di kelas VII D. Teknik pengumpulan data ngegunako teknik tes berupa soal esai berjumlah 20 soal, teknik analisis data ngegunako *uji paired sample t-test*.

Budasarko hasil perhitungan, tiperoleh $T_{hitung} = 11,9$ jama $n=23$ guwai taraf kesalahan 5% atau 0,05 mula $> T_{tabel}$ sai tiperoleh iyulah 2,07. Budasarko hasil uji t ngebuktiko bahwa ngedok epektivitas media audiovisual haguk hasil belajar cerita rakyat daerah Lampung peserta didik SMP Muhammadiyah Ambarawa. Budasarko hasil perhitungan, diketahui bahwa KD 1 indikator 2 lebih efektif delom pembelajaran ngegunako media audio visual. Diketahui bahwa selisih peningkatan *pretest* jama *posttest* sebesar 168.

Kata kunci: hasil belajar, cerita rakyat, media audiovisual

ABSTRACT

THE EFFECTIVENESS OF AUDIOVISUAL MEDIA ON LEARNING OUTCOMES OF LAMPUNG FOLKTALES IN JUNIOR HIGH SCHOOLS

By

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The problem discussed in this study is the value of the learning outcomes of Lampung regional folklore of class VII students of Muhammadiyah Ambarawa Middle School. This study aims to analyze the effectiveness of audiovisual media on the learning outcomes of Lampung regional folklore of class VII of junior high school.

This study uses the Pre-Experimental Design research method with the research design "One Group Pretest-Posttest Design", which is a study that uses one experimental class that is given pretest and posttest treatment. The population in this study amounted to 92 students and the sample in the study amounted to 23 students in class VII D. The data collection technique used a test technique in the form of essay questions totaling 20 questions, the data analysis technique used a paired sample t-test. Based on the calculation results, obtained $T_{hitung} = 11.9$ with $n = 23$ for a 5% error rate or 0.05 mula $> T_{tabel}$ obtained is 2.07 .

Based on the results of the t test proves that there is effectiveness of audiovisual media on the learning outcomes of Lampung regional folklore of students of Muhammadiyah Ambarawa Middle School. Based on the calculation results, it was found that Core Competency 1 indicator 2 was more effective in learning using audio-visual media. The difference in pretest and posttest improvement was 168.

Keywords: *learning outcomes, folklore, audiovisual media*