

Fajrun Nazilah. 2025. *Pengembangan Media Pembelajaran Video Animasi Berbasis Kearifan Lokal Besutan Pada Keterampilan Menyimak Teks Drama Kelas VIII*. Skripsi, Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Kependidikan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Siti Mutiatun.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa video animasi berbasis kearifan lokal *Besutan* pada keterampilan menyimak teks drama peserta didik kelas VIII. Permasalahan yang dihadapi peserta didik dalam menyimak teks drama meliputi kesulitan memahami alur, kurang fokus, serta ketidaktahuan terhadap konteks budaya. Untuk mengatasi hal tersebut, dikembangkan media video animasi yang mengintegrasikan elemen kearifan lokal berupa kesenian tradisional *Besutan* dari Jombang. Penelitian ini menggunakan model pengembangan ADDIE yang mencakup tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Hasil validasi oleh ahli materi memperoleh persentase kelayakan sebesar 82%, ahli desain 92%, ahli bahasa Indonesia 88%, ahli bahasa jawa 100% dan uji coba produk kepada peserta didik memperoleh persentase 90,66%, yang semuanya berada pada kategori sangat layak. Media ini membantu peserta didik dalam memahami isi teks drama melalui pendekatan yang kontekstual dan menyenangkan. Selain untuk keterampilan menyimak, media ini juga berperan dalam pelestarian budaya lokal.

Kata kunci: media pembelajaran, video animasi, kearifan lokal, *Besutan*

Fajrun Nazilah. 2025. *The Development of Animated Video Learning Media Based on Local Wisdom of Besutan for Listening Skills in Drama Texts for Eighth Grade Students*. Undergraduate Thesis, Study Program of Indonesian Language and Literature Education, Faculty of Teacher Training and Education, Trunojoyo University of Madura. Advisor: Siti Mutiatun.

ABSTRACT

This study aims to develop instructional media in the form of an animated video based on local wisdom Besutan to for the listening skills of eighth-grade students in understanding drama texts. The problems faced by students in listening to drama texts include difficulties in understanding the plot, lack of focus, and unfamiliarity with the cultural context. To address these issues, an animated video was developed integrating elements of traditional art Besutan from Jombang. This research uses the ADDIE development model, which includes the stages of analysis, design, development, implementation, and evaluation. The results of the validation show a feasibility percentage of 82% by material experts, 92% by design experts, 88% by Indonesian language experts, 100% by Javanese language experts, and 90.66% from student trials, all categorized as very feasible. This media helps students understand the content of drama texts through a contextual and engaging approach. In addition to enhancing listening skills, the media also plays a role in preserving local culture.

Keywords: *learning media, animated video, local wisdom, besutan*