

Risky Nuraqidah. 2017. Pengembangan Media Panggung Boneka Pada Mata Pelajaran Bahasa Indonesia Kelas V SD Negeri Langsar I. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing I: Sulaiman, S.Pd., M.Pd. Pembimbing II: Fachrur Rozie, S.Pd., M.Pd.

ABSTRAK

Berdasarkan studi pendahuluan awal di SD Negeri Langsar I Sumenep ditemukan permasalahan yaitu kurangnya penggunaan media pembelajaran Bahasa Indonesia. Untuk membantu memecahkan permasalahan yang terjadi pada kegiatan pembelajaran tersebut dibutuhkan pengembangan media pembelajaran Bahasa Indonesia. Pengembangan mengikuti tahap Borg dan Gall yang diadaptasi oleh Sugiono dalam Emzir yaitu identifikasi masalah, pengumpulan informasi, desain produk, validasi desain, perbaikan desain, uji coba produk, revisi produk, uji coba pemakaian, revisi produk tahap akhir, dan produksi massal. Subjek yang digunakan sebagai uji coba produk dan uji coba pemakaian yaitu Siswa Kelas IV dan V SD Negeri Langsar I Sumenep. Hasil pengembangan yang diperoleh dari ahli media adalah 90%, ahli materi 82,5%, ahli bahasa 72,5%, dan ahli desain pembelajaran 85% sehingga media dinyatakan layak. Dari hasil observasi aktivitas siswadiperoleh nilai 79,75%, observasi aktivitas guru 90%, dan siswa yang tuntas sebanyak 90% sehingga dinyatakan efektif. Dari angket respon siswa uji coba kelompok besar 88,62% sehingga dinyatakan menarik.

Kata kunci : *Panggung Boneka, Bahasa Indonesia*

Risky Nuraqidah. 2017. The Development of Puppet Stage Media On The Subject of Indonesian Language Grade V SD Negeri Langsar I. Skripsi. Elementary School Teacher Education Study Program. Faculty of Education. University of Trunojoyo Madura. Advisor I: Sulaiman, S.Pd. M.Pd. Advisor II: Fachrur Rozie, S.Pd., M.Pd.

ABSTRACT

Based on previous study on the SD Negeri Langsar I Sumenep found the problem which is the lack of the use of learning media of Indonesia Language. To solve the problems that occur in the learning activities required a media learning of Bahasa. The development follows the stages of Borg and Gall that adapted by Sugiono in Emzir namely problem identification, information gathering, product design, design validation, design improvement, product testing, product revision, utility testing, final stage revision of the product, and mass production. The subjects that used as product testing and utility testing are the Students of Class IV and V SD Negeri Langsar I Sumenep. The results of the development that obtained from instructional media expert 90%, material expert is 82,5%, instructional language expert 72,5%, and instructional design expert is 85% until this media is regarded as suitable media. From the result of activity observation toward student is gained score as much as 79,75%, activity observation toward teacher as much as 90%, and students who passed as much as 90% is regarded affective. The students quistioners of big group experiment as much as 88,62% until it is regarded as intersting learning media.

Keyword: Puppet stage, Indoneisan language