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ABSTRAK

Penelitian dan pengembangan dilakukan untuk mengatasi permasalahan pembelajaran terkait dengan keterbatasan media yang digunakan guru ketika pembelajaran. Penelitian pengembangan ini memiliki tujuan untuk mengetahui kevalidan, keefektifan, dan kemenarikan dari Media Kartu Kuartet Shadow Puppet (KKSP) yang dikembangkan. Pada penelitian ini, model pengembangan yang digunakan yakni model ADDIE. Hasil penelitian menunjukkan bahwa rata-rata persentase kevalidan media KKSP sebesar 87% dengan kategori sangat valid. Keefektifan media diperoleh dari hasil observasi aktivitas guru, peserta didik, dan ketuntasan tes secara klasikal. Pada kelompok kecil mendapat persentase dengan kategori sangat efektif dengan rincian aktivitas guru 90% dan aktivitas peserta didik 93%. Pada kelompok besar juga mendapat persentase dalam kategori sangat efektif dengan rincian aktivitas guru 91% dan aktivitas peserta didik 94%. Ketuntasan belajar klasikal peserta didik mendapat persentase sebesar 100%. Dapat disimpulkan bahwa media KKSP yang dikembangkan sangat efektif dalam pembelajaran. Persentase kemenarikan didapat dari angket respon guru dan peserta didik dengan rata-rata persentase sebesar 95% kategori sangat menarik. Berdasarkan hasil penelitian tersebut, maka Media Kartu Kuartet Shadow Puppet (KKSP) yang dikembangkan dinyatakan sangat valid, sangat efektif, dan sangat menarik untuk digunakan pada pelajaran seni rupa kelas IV.

Kata Kunci: media pembelajaran, kartu kuartet, seni rupa

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ABSTRACT

Research and development are conducted to address learning issues related to the limitations of media used by teachers during learning process. The objective of this developmental research is to determine the validity, effectiveness, and attractiveness of the developed Kartu Kuartet Shadow Puppet (KKSP) Media. The ADDIE model is employed as the development model in this study. The results of this study indicate that the KKSP media has an average validity percentage of 87%, categorizing it as highly valid. Media effectiveness is derived from observations of teacher and student activities, as well as classical test completion. In small group settings, the percentage falls into the highly effective category, with teacher activities at 90% and student activities at 93%. Similarly, in large group settings, the percentage is significantly effective, with teacher activities at 91% and student activities at 94%. Students' classical learning completeness achieves a percentage of 100%. In conclusion, the developed KKSP media is highly effective in learning process. The attractiveness percentage is obtained from teacher and student response questionnaires, with an average percentage of 95%, categorizing it as highly interesting. Based on the research results, the developed Kartu Kuartet Shadow Puppet (KKSP) Media is declared credibly substantiated, highly effective, and highly interesting for implementation in fourth-grade fine arts lessons.

Keywords: learning media, quartet cards, fine arts