

DEVELOPING LEARNING MEDIA USING VN (VLOG NOW) FOR TENTH GRADE STUDENTS OF SMA NEGERI 1 NUSA PENIDA

Oleh

Ni Wayan Desi Melani, NIM 1812021168

English Language Education, Ganesha University of Education
Singaraja, Indonesia

E-mail: desi.melani@undiksha.ac.id

ABSTRAK

Tujuan dari penelitian ini adalah mengembangkan media pembelajaran berbasis audiovisual untuk pengayaan kosakata menggunakan aplikasi editor video bernama VlogNow untuk mata pelajaran Bahasa Inggris di kelas X Sekolah Menengah Atas (SMA) selama masa pandemi Covid-19. Penelitian ini merupakan penelitian pengembangan yang mengadopsi kerangka desain dan pengembangan (D&D) Richey dan Klein (2007). Pengumpulan data dalam penelitian ini menggunakan tiga instrumen, yaitu pedoman wawancara, kuesioner, dan rubrik penilaian ahli. Subjek penelitian ini berjumlah 42 siswa SMA Negeri 1 Nusa Penida. Penilaian ahli diukur dengan menggunakan rumus Nurkencana & Sunartana (1992). Nilai yang diberikan oleh juri ahli pertama adalah 77 yang dikategorikan baik, juri ahli kedua 75 yang dikategorikan baik, dan juri ahli ketiga 72 yang dikategorikan baik. Hasil penelitian ini menunjukkan bahwa media pembelajaran dikategorikan sebagai media yang baik dan dianggap relevan dengan delapan belas kriteria media pembelajaran video yang baik. Selain itu, berdasarkan penilaian ahli, media yang dikembangkan dianggap layak digunakan untuk memperkaya kosakata siswa SMA dalam sistem pembelajaran online di masa pandemi COVID-19.

Kata kunci: *Media Pembelajaran, Media Audio Visual, Vlognow, Pengayaan Kosakata, Pandemi Covid-19.*

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English Language Education, Ganesha University of Education
Singaraja, Indonesia

E-mail: desi.melani@undiksha.ac.id

ABSTRACT

The purpose of this study was to develop audiovisual-based a learning media for vocabulary enrichment using a video editor application named VlogNow for the English subject at the tenth grade of senior high school (SHS) during the Covid-19 pandemic. The study was developmental research adopting Richey and Klein's (2007) design and development (D&D) framework. Data collection in the study employed three instruments, namely interview guides, questionnaire, and expert judgment rubrics. The subjects of this research comprised 42 students of SMA Negeri 1 Nusa Penida. The expert judgement was measured using Nurkancana & Sunartana (1992) formula. The score given by the first expert judges was 77 which was categorized as good, the second expert judges was 75 which was categorized as good, and the third expert judges was 72 which was categorized as good. The results of this study showed that the learning media are categorized as good media and are considered relevant to the eighteen criteria of good video learning media. Additionally, based on the expert judgement, the developed media are regarded as suitable for use to enrich SHS students vocabulary in the online learning system during the COVID-19 pandemic era.

Keywords: *Learning Media, Audio-Visual Media, Vlognow, Vocabulary Enrichment, Covid-19 Pandemics*