

**PENGEMBANGAN MEDIA VIDEO KODE ISYARAT TARI PENDET
BERBASIS *COOPERATIVE LEARNING* PADA MATA PELAJARAN SBdP
SISWA TUNARUNGU SLB NEGERI 2 DENPASAR
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ABSTRAK

Penelitian ini bertujuan (1) untuk mengetahui rancang bangun media video kode isyarat tari Pendet berbasis *cooperative learning* pada muatan SBdP untuk siswa tunarungu SLB Negeri 2 Denpasar, (2) untuk mengetahui kelayakan hasil media video kode isyarat tari pendet berbasis *cooperative learning* pada muatan SBdP ditinjau dari uji ahli isi, uji ahli desain, uji ahli media serta uji coba perorangan dan uji coba kelompok kecil siswa tunarungu SLB Negeri 2 Denpasar, (3) untuk mengetahui efektivitas media video kode isyarat tari pendet berbasis *cooperative learning* pada muatan SBdP untuk siswa tunarungu SLB Negeri 2 Denpasar. Penelitian ini menggunakan model pengembangan ADDIE yang terdiri dari tahap analisis, perancangan, pengembangan, implementasi dan evaluasi. Metode pengumpulan data dilakukan dengan metode *non-test* berupa lembar angket/kuesioner serta lembar penilaian unjuk kerja. Hasil penelitian pengembangan ini berupa (1) rancang bangun media video kode isyarat tari Pendet berbasis *cooperative learning* memperoleh penilaian ahli rancang bangun sebesar 93,18% dengan kategori sangat baik, (2) validasi media video berada pada kategori sangat baik dengan validasi isi memperoleh 93,33%, validasi desain instruksional memperoleh 92,5%, hasil validasi media memperoleh 93,18%, uji coba perorangan memperoleh 92,42%, dan uji coba kelompok kecil memperoleh 95,07%. (3) Berdasarkan hasil uji-t *sample dependent* diperoleh nilai t_{hitung} (3,908) > t_{tabel} (2,571) dengan taraf signifikansi 5% dan $dk = n - 1 = 6 - 1 = 5$, sehingga H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa media video kode isyarat tari Pendet berbasis *cooperative learning* efektif diterapkan pada mata pelajaran SBdP siswa tunarungu kelas V di SLB Negeri 2 Denpasar.

Kata Kunci: pengembangan, media video, kode isyarat, tari Pendet, pembelajaran kooperatif

ABSTRACT

This research aims (1) to determine the design of the Pendet dance signal code video media based on cooperative learning on SBdP content for deaf students at SLB Negeri 2 Denpasar, (2) to determine the feasibility of reviewing the results of the Pendet dance sign code video media based on cooperative learning on SBdP content. from the content expert test, design expert test, media expert test as well as individual trials and small group trials of deaf students at SLB Negeri 2 Denpasar, (3) to determine the effectiveness of the pendet dance sign code video media based on cooperative learning on SBdP content for deaf SLB students Negeri 2 Denpasar. This research uses the ADDIE development model which consists of analysis, design, development, implementation and evaluation stages. The data collection method was carried out using a non-test method in the form of questionnaires and performance assessment sheets. The results of this development research are (1) the design of the Pendet dance cue code video media based on cooperative learning obtained a design expert assessment of 93.18% in the very good category, (2) validation of the video media was in the very good category with content validation obtaining 93.33%, instructional design validation obtained 92.5%, media validation results obtained 93.18%, individual trials obtained 92.42%, and small group trials obtained 95.07%. (3) Based on the results of the dependent sample t-test, the value obtained is $t_{count} (3.908) > t_{table} (2.571)$ with a significance level of 5% and $dk = n - 1 = 6 - 1 = 5$, so that H_0 is rejected and H_1 is accepted. So it can be concluded that the Pendet dance signal code video media based on cooperative learning is effectively applied to the SBdP subject for deaf students in class V at SLB Negeri 2 Denpasar.

Keywords: *development, video media, sign code, Pendet dance, cooperative learning*