

## ABSTRAK

**Sidiasih, Nyoman** (2023), *Pengembangan Media Pembelajaran Flashcard Digital untuk Meningkatkan Hasil Belajar Menulis Bahasa Indonesia Siswa Kelas II Sekolah Dasar*. Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata Kunci: *flashcard digital, hasil belajar menulis*

Penelitian ini bertujuan untuk mengembangkan media pembelajaran *Flashcard* digital untuk meningkatkan hasil belajar menulis bahasa Indonesia siswa kelas II Sekolah Dasar. Penelitian ini melibatkan 60 siswa sebagai subjek penelitian. Penelitian ini menggunakan model Borg and Gall yaitu model pengembangan R&D yang terdiri dari 10 tahapan., yaitu *Research and information collecting* ( Penelitian dan Pengumpulan Data), *Planning* (Perencanaan), *Develop Preliminary form of product* (Pengembangan Draft Produk ), *Preliminary field testing* (Uji coba Lapangan Awal), *Main product revision* (Merevisi Hasil Uji Coba), *Main field testing* (Penguujian Lapangan Utama), *Operational product revision* (Penyempurnaan produk hasil uji lapangan), *Operational field testing* (Uji pelaksanaan Lapangan operational), *Final product revision* (Penyempurnaan produk akhir), *Dissemination and implementation*. Namun dalam penelitian ini hanya mengembangkan sampai tahap kelima. Media pembelajaran ini divalidasi oleh 4 ahli, yaitu 2 ahli media dan 2 ahli materi. Hasilnya media pembelajaran ini sangat valid dengan koefisien validitas sebesar 1. Uji lapangan dilakukan uji kepraktisan dan uji efektivitas. Hasil uji kepraktisan menunjukkan bahwa media *flashcard* digital dikategorikan sangat praktis, baik dari sisi guru maupun siswa dengan rata-rata skor 4,93. Hasil uji efektivitas menunjukkan media *flashcard* digital terkategori efektif, dengan N-Gain 0, 80.

## ABSTRACT

**Sidiasih, Nyoman** (2023), Development of Digital Flashcard Learning Media to Improve Indonesian Writing Learning Outcomes for Class II Elementary School Students. Basic Education, Postgraduate Program, Ganesha University of Education.

This thesis has been approved and examined by: Supervisor I: Prof. Dr. I Nyoman Sudiana, M.Pd. and Supervisor II: Prof. Dr. Ida Bagus Putrayasa, M.Pd.

Keywords: digital flashcards, writing learning outcomes

This research aims to develop digital Flashcard learning media to improve learning outcomes for writing Indonesian for class II elementary school students. This research involved 60 students as research subjects. This research uses the Borg and Gall model, namely an R&D development model which consists of 10 stages, namely Research and information collecting (Research and Data Collection), Planning (Planning), Develop Preliminary form of product (Development of Product Draft), Preliminary field testing ( Initial Field Trial), Main product revision (Revising Trial Results), Main field testing (Main Field Testing), Operational product revision (Product refinement of field test results), Operational field testing (Operational Field implementation test), Final product revision ( Final product refinement), Dissemination and implementation. However, in this research it only developed up to the fifth stage. This learning media was validated by 4 experts, namely 2 media experts and 2 material experts. The result is that this learning media is very valid with a validity coefficient of 1. Field tests carried out practicality tests and effectiveness tests. The results of the practicality test show that digital flashcard media is categorized as very practical, both from the teacher and student side with an average score of 4.93. The effectiveness test results show that digital flashcard media is categorized as effective, with an N-Gain of 0.80.