

PENGEMBANGAN MEDIA KARTU BERGAMBAR INTERAKTIF DIGITAL UNTUK MENINGKATKAN MEMBACA PERMULAAN SISWA KELAS II DI SEKOLAH DASAR

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ABSTRAK

Kemampuan membaca permulaan pada siswa kelas II sekolah dasar masih rendah. Minimnya media pembelajaran menjadi kendala utama dalam keterampilan membaca permulaan siswa. Penelitian ini bertujuan mengembangkan media kartu bergambar interaktif digital untuk meningkatkan membaca permulaan siswa kelas II sekolah dasar. Penelitian ini menggunakan model 4D meliputi pendefinisian (define), perancangan (design), pengembangan (development), dan penyebaran (disseminate). Subjek penelitian adalah kartu bergambar interaktif digital yang diujicobakan kepada 12 siswa kelas II. Pengumpulan data menggunakan kuesioner, tes, observasi, dan wawancara dengan instrumen yang telah divalidasi oleh 2 ahli materi, 2 ahli media, dan 2 guru. Data dianalisis secara deskriptif kualitatif dan kuantitatif. Hasil penelitian dianalisis menggunakan rumus mean untuk mengetahui tingkat nilai kelayakan media 4,80, kelayakan materi 4,95, dan kepraktisan guru 4,95. Nilai Signifikan (2-taillend) pada uji-t menunjukkan angka .000, sehingga terdapat pengaruh yang signifikan dari media kartu bergambar interaktif digital. Media dapat memberikan Implikasi pada peningkatan kualitas pembelajaran membaca permulaan. Kesimpulannya media kartu bergambar interaktif digital efektif digunakan untuk meningkatkan kemampuan membaca permulaan siswa kelas II Sekolah Dasar.

Kata-kata kunci: pengembangan media, kartu bergambar interaktif digital, membaca permulaan, siswa sekolah dasar

DEVELOPMENT OF DIGITAL INTERACTIVE PICTURE CARD MEDIA TO IMPROVE THE BEGINNING READING OF GRADE II STUDENTS IN ELEMENTARY SCHOOL

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ABSTRACT

Early reading ability in grade II elementary school students is still low. The lack of learning media is the main obstacle in students' initial reading skills. This research aims to develop a digital interactive picture card media to improve the initial reading of elementary school grade II students. This research uses a 4D model including define, design, development, and disseminate. The subject of the study was a digital interactive picture card that was tested on 12 grade II students. Data collection uses questionnaires, tests, observations, and interviews with instruments that have been validated by 2 material experts, 2 media experts, and 2 teachers. The data was analyzed descriptively, qualitatively, and quantitatively. The results of the study were analyzed using the mean formula to determine the level of media feasibility value of 4.80, material feasibility 4.95, and teacher practicality 4.95. The Significant Value (2-tailend) on the t-test shows the number .000, so there is a significant influence of the digital interactive picture card media. Media can have implications for improving the quality of early reading learning. In conclusion, digital interactive picture card media is effectively used to improve the initial reading ability of elementary school grade II students.

Keywords: *media development, digital interactive picture cards, reading beginnings, elementary school students*