

**PENGEMBANGAN *VISUAL-SIMULATION DIGITAL* “SIMATRA”
(SIKAPKU MEMATUHI ATURAN) BERBASIS *SELF-REGULATED-
LEARNING* UNTUK MENSTIMULASI KARAKTER DISIPLIN KELAS II
SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan produk media pembelajaran digital yang efektif digunakan dalam mendukung proses pembelajaran, yakni media *visual-simulation digital* “Simatra” (sikapku mematuhi aturan) berbasis *self-regulated-learning* untuk menstimulasi karakter disiplin kelas II Sekolah Dasar. Produk yang dikembangkan diuji melalui penilaian ahli isi pembelajaran, ahli desain instruksional, ahli media pembelajaran, serta uji coba pada siswa untuk menilai kualitasnya. Penelitian ini memiliki tiga tujuan utama: mendeskripsikan rancang bangun, kelayakan serta efektivitas media *visual-simulation digital* “Simatra” (sikapku mematuhi aturan) berbasis *self-regulated-learning* untuk menstimulasi karakter disiplin kelas II Sekolah Dasar. Manfaat teoritis penelitian ini adalah membantu dalam menstimulasi karakter disiplin siswa dalam sikap mematuhi aturan, dan dapat digunakan dalam pelaksanaan kegiatan belajar pada mata pelajaran Pendidikan Pancasila untuk kelas II SD. Model pengembangan yang digunakan adalah model ADDIE, yang terdiri dari tahap: Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Uji Kelayakan produk dilakukan melalui penilaian ahli isi pembelajaran sebesar (98,95%), ahli desain instruksional sebesar (92,5%), ahli media pembelajaran sebesar (95,83%), uji coba perorangan sebesar (95,51%), serta uji coba kelompok kecil sebesar (95,08%). Efektivitas media ini di uji melalui uji t *sample dependent* diperoleh hasil t_{hitung} sebesar 11,37 sedangkan nilai t_{tabel} pada taraf signifikansi 5% dan $dk = (n_1 - 1) = (19 - 1) = 18$ diperoleh nilai t_{tabel} 1.734. Hasil tersebut menunjukkan bahwa $t_{hitung} 11,37 > t_{tabel} 1.734$. Maka dari hasil analisis tersebut dapat disimpulkan bahwa t_{hitung} lebih besar dari t_{tabel} sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, dapat disimpulkan bahwa media *visual-simulation digital* “Simatra” (sikapku mematuhi aturan) berbasis *self-regulated-learning* menunjukkan efektivitas dalam meningkatkan sikap disiplin siswa kelas II SD Negeri 3 Bakkakan.

Kata Kunci: pengembangan, media *visual-simulation digital*, *self-regulated learning*, sikap mematuhi aturan, Pendidikan Pancasila.

**DEVELOPMENT OF A DIGITAL VISUAL SIMULATION "SIMATRA" (MY
ATTITUDE OF OBEYING THE RULES) BASED ON SELF-REGULATED-
LEARNING TO STIMULATE THE CHARACTER OF ELEMENTARY
SCHOOL GRADE II DISCIPLINE**

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ABSTRACT

This research aims to produce a digital learning media product that is effectively used in supporting the learning process, namely the digital visual-simulation media "Simatra" (my attitude to obey the rules) based on self-regulated-learning to stimulate the discipline character of grade II elementary school. The products developed are tested through the assessment of learning content experts, instructional design experts, learning media experts, and tests on students to assess their quality. This study has three main objectives: to describe the design, feasibility and effectiveness of the "Simatra" (my attitude of obeying the rules) digital visual-simulation media based on self-regulated-learning to stimulate the character of the discipline of grade II elementary school. The theoretical benefit of this research is that it helps in stimulating the character of student discipline in the attitude of obeying the rules, and can be used in the implementation of learning activities in the subject of Pancasila Education for grade II elementary school. The development model used is the ADDIE model, which consists of stages: Analysis, Design, Development, Implementation, and Evaluation. The product feasibility test was carried out through the assessment of learning content experts (98.95%), instructional design experts (92.5%), learning media experts (95.83%), individual trials (95.51%), and small group trials (95.08%). The effectiveness of this media was tested through the t sample dependent test, the ttable result was obtained as 11.37 while the ttable value was at the significance level of 5% and $dk = (n1 - 1) = (19 - 1) = 18$ obtained a ttable value of 1,734. The results show that the tcount is $11.37 > ttable 1,734$. Therefore, from the results of the analysis, it can be concluded that the tcount is larger than the table so that H_0 is rejected and H_1 is accepted. Thus, it can be concluded that the digital visual-simulation media "Simatra" (my attitude obeys the rules) based on self-regulated-learning shows its effectiveness in improving the discipline attitude of grade II students of SD Negeri 3 Bakkaban.

Keywords: *development, digital visual-simulation media, self-regulated learning, attitude of complying with rules, Pancasila Education.*