

ABSTRACT

Brillyan Nur Azizah Putri. 2024. *Development of Game-Based Bargaining Card*

Teaching Media in Listening to Negotiation Texts for Grade X Students.

Thesis. Master's Program in Indonesian Language and Literature

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This study aims to develop a game-based Bargaining Card teaching media for learning to listen to negotiation texts in Grade X, in order to enhance students' focus and assess the feasibility of the Bargaining Card media based on evaluations from subject matter experts, media experts, and Indonesian language learning practitioners.

This research employs the research and development (R&D) method, utilizing the ADDIE development model. In the development stage, the Bargaining Card teaching media was evaluated by experts, including subject matter experts (Indonesian Language and Literature Education lecturers at UNIPMA), media experts (Indonesian Language and Literature Education lecturers at UNIPMA), and learning practitioners (Indonesian language teachers). The research subjects were Grade X students of SMAS Cokroaminoto Madiun. Data collection instruments consisted of questionnaires for learning practitioners. The data analysis technique used was qualitative descriptive analysis with a quantitative approach.

The research results indicate that: (1) The development of game-based Bargaining Card teaching media for learning to listen to negotiation texts in Grade X followed the ADDIE model—Analysis, Design, Development, Implementation, and Evaluation. However, the study was conducted only up to the third stage, namely development. (2) The game-based Bargaining Card teaching media was deemed suitable for use as a learning medium and classified as excellent. The feasibility assessment was based on the following evaluations:

- a) Subject matter experts obtained an average final score of 4.7, which, when converted into a percentage, resulted in 94%, falling into the "excellent" category.
- b) Media experts obtained an average final score of 4.7, equivalent to 94%, also classified as "excellent."
- c) Learning practitioners obtained an average final score of 4.7, equating to 94%, and categorized as "excellent."

Thus, the game-based Bargaining Card teaching media for learning to listen to negotiation texts is feasible for use in Indonesian language learning, specifically in the basic competency of delivering proposals, offers, agreements, and conclusions in negotiation texts, both orally and in writing.

Keywords: Bargaining Card, Teaching Media, Negotiation Text, ADDIE

ABSTRAK

Brillyan Nur Azizah Putri. 2024. Pengembangan Media Ajar Kartu Tawar Berbasis Games Pada Pembelajaran Menyimak Teks Negosiasi Kelas X. Tesis. Program Studi Magister Pendidikan Bahasa Dan Sastra Indonesia Sekolah Pascasarjana, Universitas PGRI Madiun. Pembimbing (I) Dr. V. Teguh Suharto, M.Pd. (II) Dr. Dwi Rohman Soleh, S.S., M.Pd

Penelitian ini bertujuan untuk mengembangkan media ajar Kartu Tawar berbasis Games pada pembelajaran Menyimak Teks Negosiasi Kelas X guna mengembangkan fokus peserta didik dan mengetahui kelayakan media Kartu Tawar berdasarkan penilaian ahli materi, ahli media, praktisi pembelajaran Bahasa Indonesia.

Penelitian ini menggunakan metode penelitian pengembangan atau research and development (RnD) dan menggunakan model pengembangan ADDIE. Pada tahap development, media pembelajaran kartu tawar dinilai oleh para ahli, ahli materi (dosen PBSI UNIPMA), ahli media (dosen PBSI UNIPMA), dan praktisi pembelajaran (guru bahasa Indonesia). Subjek penelitian ini adalah peserta didik kelas X SMAS COKROAMINOTO MADIUN. Instrumen pengumpulan data berupa lembar angket untuk praktisi pembelajaran. teknik analisis data menggunakan analisis deskriptif kualitatif dengan pendekatan kuantitatif.

Hasil penelitian menunjukkan: 1) Pengembangan media pembelajaran Kartu Tawar berbasis games pada pembelajaran menyimak teks negosiasi kelas X menggunakan model ADDIE yaitu *analysis, design, development,*

implementation, evaluation. Namun hanya dilaksanakan hingga tahap ke 3, yaitu *development.* 2) Media pembelajaran Kartu Tawar berbasis games pada pembelajaran menyimak teks negosiasi dinyatakan layak digunakan sebagai media pembelajaran. dan termasuk dalam kriteria sangat baik. Kelayakan media pembelajaran Kartu Tawar dinilai berdasarkan dari: a) ahli materi memperoleh rata-rata skor akhir 4,7 dan jika dipresentasikan mendapat nilai sebesar 94% termasuk dalam kriteria sangat baik, b) ahli media memperoleh rata-rata skor akhir 4,7 dan jika dipresentasikan mendapat nilai sebesar 94% termasuk kriteria sangat baik, c) praktisi pembelajaran memperoleh rata-rata skor akhir 4,7 dan jika dipresentasikan mendapat nilai sebesar 94% termasuk kriteria sangat baik. Dengan demikian media pembelajaran Kartu Tawar berbasis games pada pembelajaran menyimak teks negosiasi layak digunakan sebagai media pembelajaran bahasa Indonesia kompetensi dasar menyampaikan pengajuan, penawaran, persetujuan, dan penutup dalam teks negosiasi secara lisan atau tulis.

Kata Kunci: Kartu Tawar, Media Ajar, teks Negosiasi, ADDIE.