

ABSTRAK

Pujiati Wahyuning Sri Welasasih. 2026. *Integrasi Teknologi Interaktif dalam Pembelajaran Cerpen di Kelas IV SD Negeri Pesu 1 Kabupaten Magetan*. Tesis. Program Studi Magister Pendidikan Bahasa dan Sastra Indonesia. Sekolah Pascasarjana Universitas PGRI Madiun (UNIPMA). Pembimbing I: Dr. Panji Kuncoro Hadi, M.Pd., Pembimbing II: Dr. Dwi Rohman Soleh, S.S., M.Pd.

Kata kunci: Teknologi Interaktif, Cerita Pendek, Pembelajaran Bahasa Indonesia, Studi Kasus, Sekolah Dasar

Penelitian ini dilatarbelakangi oleh rendahnya minat baca dan kesulitan siswa kelas IV SD Negeri Pesu 1, Kabupaten Magetan, dalam memahami unsur intrinsik dan ekstrinsik cerita pendek yang cenderung bersifat abstrak. Tujuan penelitian adalah mendeskripsikan integrasi teknologi interaktif dalam pembelajaran cerpen serta menganalisis dampaknya terhadap keterlibatan dan pemahaman siswa. Penelitian ini menggunakan pendekatan kualitatif deskriptif dengan jenis studi kasus. Subjek penelitian adalah siswa kelas IV. Pengumpulan data dilakukan melalui observasi partisipatif, wawancara mendalam, dan analisis dokumen hasil karya siswa, kemudian dianalisis secara deskriptif interaktif. Hasil penelitian menunjukkan bahwa pemanfaatan teknologi interaktif seperti video animasi, kuis digital, papan cerita bergambar, dan aplikasi sederhana mampu meningkatkan motivasi dan partisipasi aktif siswa. Siswa lebih mudah memahami alur, tokoh, latar, dan amanat cerita karena tampilan visual dan audio membantu mengkonkretkan imajinasi. Aktivitas diskusi kelompok berbantuan teknologi juga mendorong kolaborasi dan ekspresi kreatif siswa dalam menulis ulang cerpen. Respons siswa sangat positif karena pembelajaran terasa lebih menyenangkan dan bermakna. Kesimpulannya, integrasi teknologi interaktif efektif dan layak dijadikan inovasi pembelajaran sastra di sekolah dasar untuk meningkatkan literasi dan apresiasi sastra siswa.

ABSTRACT

Pujiati Wahyuning Sri Welasasih. 2026. *Integration Of Interactive Technology In Short Story Learning For Fourth-Grade Students Of SD Negeri Pesu 1, Kabupaten Magetan*. Thesis. Master's Program in Indonesian Language and Literature Education. Graduate School, Universitas PGRI Madiun (UNIPMA). Supervisor I: Dr. Panji Kuncoro Hadi, M.Pd., Supervisor II: Dr. Dwi Rohman Soleh, S.S., M.Pd.

Keywords: *Interactive Technology, Short Stories, Indonesian Language Learning, Case Study, Elementary School.*

This research is motivated by the low reading interest and difficulties faced by fourth-grade students at SD Negeri Pesu 1, Kabupaten Magetan, in understanding the intrinsic and extrinsic elements of short stories, which tend to be abstract. The objective is to describe the integration of interactive technology in short story learning and analyze its impact on student engagement and comprehension. This study employs a descriptive qualitative approach with a case study design. The subjects were fourth-grade students. Data were collected through participatory observation, in-depth interviews, and document analysis of students' works, then analyzed using interactive descriptive analysis. The findings indicate that the use of interactive technologies such as animated videos, digital quizzes, illustrated storyboards, and simple applications significantly increases students' motivation and active participation. Students more easily understood plot, characters, setting, and messages because the visual and audio displays concretized their imagination. Technology-assisted group discussions also encouraged collaboration and creative expression in rewriting short stories. Students responded very positively as learning became more enjoyable and meaningful. In conclusion, the integration of interactive technology is effective and feasible as an innovation in literature learning at the elementary school level to enhance students' literacy and literary appreciation.