

ABSTRACT

Wening, Gabriela Maria Pangesti. (2017). *Designing Digital Storytelling as a Medium to Teach Narrative for Senior High School Students*. Yogyakarta: English Language Education Study Program, Department of Language and Arts Education, Faculty of Teachers Training and Education, Sanata Dharma University.

In teaching English, the use of media is important to support and facilitate the process. There are various kinds of media. With the recent waves of technology, some teachers also make use of digital platform to develop new media. It is easier to attract students to follow the lesson and also increase their interest in learning.

This research was conducted to design a digital storytelling completed with Teacher's Guideline to teach narrative for senior high school students, particularly the 10th grade. The problems formulated in this research are: "how is the digital storytelling as a medium to teach narrative for senior high school designed?" and "what does the digital storytelling as a medium to teach narrative for senior high school look like?". To answer the first question, the researcher used Educational Research and Development cycle from Borg and Gall (1983) which was adapted into five steps, namely (1) research and information gathering, (2) planning, (3) preliminary product developing, (4) preliminary field testing, and (5) main product revision. The researcher also used Instructional Design model from Kemp (2011) which was adapted into six steps, namely (1) identifying learners' characteristic, (2) considering goals, topics and general purposes, (3) selecting media content, (4) designing and developing the media, (5) evaluating, and (6) revising. Several relevant theories were also used to develop the media, namely digital storytelling, 21st century classroom, narrative, and senior high school curriculum. The second question is answered by presenting the media in form of video which was uploaded to Youtube and printing the Teacher's Guide in form of a booklet.

The result of the research shows that digital storytelling can be used as a medium to teach narrative for senior high school. The design of the medium must be communicative and attractive for the students. As for the students, they are interested in using digital storytelling medium to learn about narrative. They expect to gain more knowledge in English tenses and prefer to have reading and listening activity in the process. Hence, the digital storytelling is designed to occupy those needs and is expected to be useful as a medium to teach narrative for senior high school.

Keywords: *design, digital storytelling, narrative, senior high school.*

ABSTRAK

Wening, Gabriela Maria Pangesti. (2017). *Designing Digital Storytelling as a Medium to Teach Narrative for Senior High School Students*. Yogyakarta: Program Studi Pendidikan Bahasa Inggris, Departemen Bahasa dan Seni, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma.

Dalam mengajar Bahasa Inggris, penggunaan media sangat penting untuk menunjang dan memfasilitasi proses pengajaran. Dengan hadirnya arus teknologi, banyak guru yang memutuskan untuk menggunakan *platform* digital untuk mengembangkan media pengajaran.

Penelitian ini dilakukan untuk mendesain sebuah *digital storytelling* sebagai bagian dari media digital yang dilengkapi dengan Panduan untuk Guru (*Teacher's Guideline*) untuk mengajar naratif pada siswa kelas 10. Peneliti mengemukakan dua rumusan masalah dalam penelitian ini, yaitu: “bagaimana proses desain digital storytelling sebagai media untuk mengajar naratif pada siswa SMA?” dan “bagaimana bentuk dari media digital storytelling tersebut?”. Untuk menjawab pertanyaan pertama, peneliti mengkombinasikan 2 model penelitian, yaitu Educational Research and Development dari Borg & Gall (1983) yang diadaptasi kedalam 5 langkah, yaitu (1) pengumpulan informasi dan penelitian, (2) perencanaan, (3) pengembangan produk perdana, (4) uji produk perdana, dan (5) revisi produk utama. Peneliti juga menggunakan Instructional Design Model dari Kemp (2011), yang mengadaptasi 6 langkah, yaitu: (1) identifikasi karakter siswa, (2) menentukan tujuan, topic, dan gambaran umum, (3) menentukan isi media, (4) mendesain dan mengembangkan media, dan (6) revisi. Beberapa teori juga digunakan dalam pengembangan media ini, antara lain teori *digital storytelling*, kelas di abad 21, *narrative*, media instruksional, dan kurikulum SMA. Untuk menjawab pertanyaan kedua, peneliti menampilkan media dengan cara mengunggahnya ke Youtube dan mencetak Panduan untuk Guru dalam bentuk buklet.

Hasil yang dicapai dari penelitian ini menunjukkan bahwa media digital storytelling dapat digunakan untuk mengajar naratif pada siswa SMA. Desain dari media tersebut harus komunikatif dan menarik bagi para siswa. Dari hasil kuisioner yang disebar kepada siswa, mereka menunjukkan antusiasme untuk belajar naratif menggunakan media digital storytelling. Mereka berharap dapat meningkatkan pengetahuan dalam tata Bahasa Inggris dan memilih aktivitas *reading* dan *listening* dalam pembelajaran mereka. Maka dari itu, digital storytelling ini dirancang untuk memenuhi kebutuhan siswa dalam pembelajaran dan diharapkan dapat berguna sebagai media untuk mengajarkan naratif pada siswa.

Kata Kunci: *design, digital storytelling, narrative, senior high school.*