

ABSTRAK

Ronaldo, Zethly. 2023. Pengembangan Instrumen Pengukuran Kemampuan Berkreasi dan Berinovasi dalam Pembelajaran Bahasa Indonesia di Sekolah Menengah Pertama. *Tesis*. Yogyakarta: MPBSI, FKIP, Universitas Sanata Dharma.

Penelitian ini bertujuan untuk menghasilkan produk berupa instrumen pengukuran kemampuan berkreasi dan berinovasi dalam pembelajaran Bahasa Indonesia di sekolah menengah pertama. Penelitian ini berjenis *Research and Development (R&D)*. Produk dalam penelitian ini dikembangkan dengan prosedur pengembangan Borg and Gall yang disederhanakan menjadi delapan langkah yang meliputi pengumpulan data informasi, pengembangan produk awal, uji validasi desain produk, pengembangan produk, validasi produk, revisi produk, uji coba produk terbatas, revisi final. Teknik pengumpulan data dilakukan dengan wawancara dan kuesioner. Data dianalisis secara kualitatif dan kuantitatif.

Hasil penelitian menunjukkan bahwa *pertama*, terdapat beberapa kebutuhan yang menjadi dasar dalam kebutuhan untuk pengembangan instrumen. Kebutuhan dalam pengembangan meliputi 1) peserta didik perlu diperkenalkan lebih dahulu mengenai kemampuan berkreasi dan berinovasi; 2) variasi gambar yang digunakan dalam instrumen pengukuran perlu disesuaikan agar mudah dipahami; 3) dibutuhkan instrumen pengukuran yang mudah dipahami dan melatih kemampuan berkreasi dan berinovasi, serta soal-soal yang sesuai yang menggunakan kemampuan berpikir tingkat tinggi. *Kedua*, terdapat beberapa temuan dalam pengembangan produk yang meliputi 1) hasil kelayakan desain diperoleh skor 4,77 dengan kategori “Sangat Baik”. 2) hasil kelayakan produk instrumen pengukuran pada bagian kelayakan tampilan memperoleh skor 4,63 dengan kategori “Sangat Baik”. 3) hasil kelayakan produk instrumen pengukuran pada bagian kelayakan isi terdiri dari kelayakan butir soal yang memperoleh skor 4,65 dengan kategori “Sangat Baik”, dan rubrik penskoran yang memperoleh skor 4,59 dengan kategori “Sangat Baik”. 4) Hasil uji coba terbatas oleh peserta didik berupa penilaian pada bagian tampilan memperoleh skor rata-rata 4,82 dengan kategori “Sangat Baik”. 5) hasil akumulasi nilai dari seluruh aspek validasi pada bagian tampilan oleh validator dan peserta didik memperoleh skor rata-rata 4,72 dengan kategori “Sangat Baik”. 6) hasil akumulasi nilai dari keseluruhan aspek validasi pada bagian tampilan dan bagian isi oleh validator memperoleh skor rata-rata 4,62 dengan kategori “Sangat Baik”. Berdasarkan hasil uraian uji kelayakan yang telah dilakukan, dapat disimpulkan bahwa instrumen pengukuran kemampuan berkreasi dan berinovasi sangat layak digunakan dalam Pembelajaran Bahasa Indonesia di jenjang SMP.

Kata kunci: instrumen pengukuran, kemampuan berkreasi dan berinovasi, pembelajaran Bahasa Indonesia.

ABSTRACT

Ronaldo, Zethly. 2023. *The Instrument Development in Measuring Creativity and Innovation in Indonesian Language Learning for Junior High School*. Thesis. Yogyakarta: MPBSI, FKIP, Sanata Dharma University.

This research aims to produce a product in the form of an instrument measuring the ability to create and innovate in learning Indonesian in Junior High Schools. This research is of the Research and Development (R&D) type. The product in this research was developed using the Borg and Gall development procedure which was simplified into eight steps which include collecting information data, initial product development, testing the product design validation, product development, product validation, product revision, limited product trials, final revision. Data collection techniques were carried out using interviews and questionnaires. Data was analyzed qualitatively and quantitatively.

The research results show that first, there are several needs that form the basis for the need for instrument development. Development needs include 1) students need to be introduced first to the ability to create and innovate; 2) variations in the images used in measurement instruments need to be adjusted so that they are easy to understand; 3) measurement instruments are needed that are easy to understand and train creative and innovative abilities, as well as appropriate questions that use high-level thinking skills. Second, there are several findings in product development which include 1) design feasibility results obtained with a score of 4.77 in the "Very Good" category. 2) the product feasibility results of the measurement instrument in the display feasibility section obtained a score of 4.63 in the "Very Good" category. 3) the results of the feasibility of the measurement instrument product in the content feasibility section consist of the feasibility of the question items which received a score of 4.65 in the "Very Good" category, and the scoring rubric which obtained a score of 4.59 in the "Very Good" category. 4) The results of limited trials by students in the form of an assessment of the display section obtained an average score of 4.82 in the "Very Good" category. 5) the results of the accumulated scores from all aspects of validation in the display section by validators and students obtained an average score of 4.72 in the "Very Good" category. 6) the results of the accumulated scores from all validation aspects in the display and content sections by the validator obtained an average score of 4.62 in the "Very Good" category. Based on the results of the feasibility test description that has been carried out, it can be concluded that the instrument for measuring the ability to create and innovate is very suitable for use in Indonesian Language Learning in junior high school.

Keywords: *measurement instruments, ability to create and innovate, Indonesian language learning.*