

**PENGEMBANGAN BUKU PANDUAN MENULIS CERITA
PENDEK DENGAN MEMANFAATKAN GIM VIDEO UNTUK
SISWA SMA, MAHASISWA, DAN UMUM**

TESIS

Diajukan untuk memenuhi sebagian syarat untuk memperoleh gelar Magister
Pendidikan Bahasa Indonesia



oleh

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**PROGRAM STUDI
PENDIDIKAN BAHASA INDONESIA
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UNIVERSITAS PENDIDIKAN INDONESIA
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S.Bns. Institut Teknologi Bandung, 2020

Sebuah Tesis yang diajukan untuk memenuhi salah satu syarat memperoleh gelar
Magister Pendidikan (M.Pd.) pada Fakultas Pendidikan Bahasa dan Sastra

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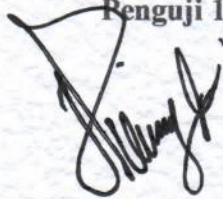
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DENGAN MEMANFAATKAN GIM VIDEO UNTUK SISWA SMA,
MAHASISWA, DAN UMUM**

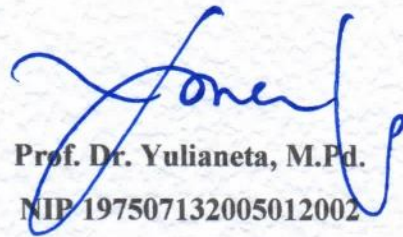
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PERNYATAAN

Dengan ini saya menyatakan bahwa tesis dengan judul "Pengembangan Buku Panduan Menulis Cerita Pendek dengan Memanfaatkan Gim Video untuk Siswa SMA, Mahasiswa, dan Umum" ini beserta seluruh isinya adalah benar-benar karya saya sendiri. Saya tidak melakukan penjiplakan atau pengutipan dengan cara-cara yang tidak sesuai dengan etika ilmu yang berlaku dalam masyarakat keilmuan. Atas pernyataan ini, saya siap menanggung risiko/sanksi apabila di kemudian hari ditemukan adanya pelanggaran etika keilmuan atau ada klaim dari pihak lain terhadap keaslian karya saya ini.

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ABSTRAK

PENGEMBANGAN BUKU PANDUAN MENULIS CERITA PENDEK DENGAN MEMANFAATKAN GIM VIDEO UNTUK SISWA SMA, MAHASISWA, DAN UMUM

Oleh:

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Proses pembelajaran karya sastra fiksi baik di sekolah maupun di luar sekolah terus dilakukan dan ditingkatkan, namun dengan bertambahnya media karya fiksi yang ada, media yang dipelajari dalam pembelajaran tidak selalu ikut bertambah. Salah satu media ini adalah gim video, media karya fiksi yang relatif baru dibandingkan dengan novel, cerpen, atau film, tetapi sangat terkenal di kalangan masyarakat muda dan memiliki keunikan sendiri, seperti sifat interaktifnya dan mampu menjadi sumber inspirasi bagi penulis pemula. Berdasarkan pada situasi tersebut, peneliti mengembangkan buku panduan belajar menulis cerita pendek dengan memanfaatkan gim video untuk menarik penggemar gim video terhadap sastra dan membantu mengenalkan media gim video pada penggemar sastra konvensional. Penelitian ini berbentuk penelitian *design and development* (D&D) dengan elemen *arts-based research* (ABR) dan menggunakan pendekatan berbasis kualitatif. Pengembangan buku terdiri atas tiga tahap: perencanaan (melalui kajian pustaka dan penelitian pendahuluan mengenai minat siswa dan guru SMA dan sederajatnya terhadap media-media digital), produksi buku, dan penilaian kredibilitas buku pada empat indikator tertentu oleh tiga penilai. Hasilnya, ketiga penilai menentukan bahwa materi buku yang telah dikembangkan cukup kredibel untuk digunakan. Penelitian lanjutan dapat dilakukan untuk menentukan cara diseminasi dan/atau memperbaiki batasan-batasan yang dimiliki penelitian ini.

Kata kunci: buku panduan, cerita pendek, design and development, gim video, pembelajaran sastra.

ABSTRACT

THE DEVELOPMENT OF A GUIDEBOOK ON WRITING SHORT STORIES USING VIDEO GAMES FOR HIGH SCHOOL STUDENTS, HIGHER EDUCATION STUDENTS, AND GENERAL USERS

By:

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The learning process of fiction literature, both in schools and outside of schools, continues to be carried out and improved. However, with the increasing variety of fiction media available, the number of media studied in the learning process does not always increase accordingly. One such medium is video games, a relatively new form of fiction compared to novels, short stories, or films, but widely popular among the younger generation. Video games possess unique characteristics, such as interactivity, and have the ability to serve as a source of inspiration for novice writers. In light of this situation, the researcher developed a guidebook for learning short story writing by utilizing video games to engage video game enthusiasts in literature and introduce the video game medium to conventional literature enthusiasts. This is a design and development (D&D) research with elements of arts-based research (ABR) which employs a qualitative-based approach. The book development consists of three stages: planning (through literature review and preliminary research on the interests of high school students and teachers towards digital media), book production, and book credibility assessment by three evaluators based on four specific indicators. As a result, all three evaluators deemed the developed book credible to use. Further research could be conducted to determine dissemination methods and/or address the limitations of this study.

Keywords: design and development, guidebook, literature learning, short story, video game.

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