

**DESAIN KURIKULUM PELATIHAN BERBASIS *EXPERIENTIAL*
LEARNING UNTUK MENINGKATKAN KOMPETENSI DIGITAL GURU
SEKOLAH DASAR**

DISERTASI

*Diajukan untuk Memenuhi Salah Satu Syarat Memperoleh Gelar Doktor pada
Program Studi Pengembangan Kurikulum*



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DESAIN KURIKULUM PELATIHAN BERBASIS *EXPERIENTIAL* *LEARNING* UNTUK MENINGKATKAN KOMPETENSI DIGITAL GURU SEKOLAH DASAR

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Sebuah disertasi yang diajukan untuk memenuhi salah satu syarat memperoleh gelar Doktor Pendidikan (Dr.) pada bidang Pengembangan Kurikulum

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HALAMAN PENGESAHAN DISERTASI

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**Desain Kurikulum Pelatihan Berbasis *Experiential Learning* untuk
Meningkatkan Kompetensi Digital Guru Sekolah Dasar**

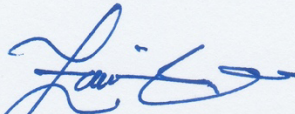
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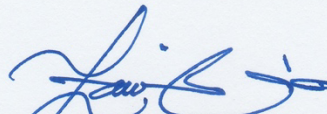
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ABSTRAK

Aah Ahmad Syahid (1906676), 2024. Desain Kurikulum Pelatihan Berbasis *Experiential Learning* untuk Meningkatkan Kompetensi Digital Guru Sekolah Dasar. Promotor: Prof. Asep Herry Hernawan, M.Pd., Ko-promotor: Dr. Laksmi Dewi, M.Pd.

Keterampilan guru dalam mengembangkan media pembelajaran berbasis digital merupakan salah satu kompetensi yang penting dimiliki dengan baik untuk menghadirkan pembelajaran yang efektif. Latar belakang dari penelitian ini berdasarkan hasil analisis kebutuhan pelatihan kepada guru sekolah dasar yang menunjukkan masih rendahnya kemampuan mengembangkan konten digital untuk pembelajaran. Tujuan penelitian ini untuk mengembangkan desain kurikulum pelatihan kompetensi digital bagi guru sekolah dasar dengan menggunakan langkah penelitian *design and development method (D&D)*. Pada penelitian ini terdapat lima tahapan penelitian dan pengembangan; 1) analisis kebutuhan pelatihan, dilakukan melalui survei kepada 223 guru sekolah di sebelas kota/kabupaten di Provinsi Jawa Barat melalui instrumen angket. 2) pengembangan desain kurikulum pelatihan meliputi desain kompetensi, materi, strategi dan evaluasi. 3) uji kelayakan desain kurikulum, menggunakan metode delphi dengan melibatkan tim ahli pengembangan kurikulum dan ahli materi. 4) uji efektivitas, dilaksanakan melalui metode kuasi eksperimen *One-Group Pretest-Posttest Design* yang melibatkan 30 guru sekolah dasar dengan instrumen yang digunakan adalah soal tes *pretest* dan *posttest* serta angket respons. 5) diseminasi, berbentuk webinar sosialisasi dengan menghadirkan pakar dan masyarakat umum calon pengguna kurikulum pelatihan sejumlah 55 orang. Sebagai hasil dari penelitian adalah terbentuknya dokumen kurikulum pelatihan dengan strategi implementasi pelatihan BRAIN (*Basic Experience, Reflection dan ActIoN*). Desain kurikulum pelatihan telah teruji efektif, praktis dan tepat guna sesuai kebutuhan dalam meningkatkan kompetensi digital guru sekolah dasar.

Kata kunci: desain kurikulum, kurikulum pelatihan, kompetensi digital.

ABSTRACT

Aah Ahmad Syahid (1906676), 2024. Training Curriculum Design Based On Experiential Learning To Enhance Digital Competence Of Elementary School Teachers. Promotor: Prof. Asep Herry Hernawan, M.Pd., Co-promotor: Dr. Laksmi Dewi, M.Pd.

This study addresses the critical need for teachers to develop digital learning materials for effective elementary school education. A digital competency training curriculum for elementary school teachers was developed using a design and development (D&D) approach. It involved five stages: (1) Employing needs analysis through a survey of 223 teachers across 11 districts in West Java, Indonesia. (2) Developing training curriculum design promoting competency development, materials, training strategies, and evaluation methods. (3) Feasibility testing using the delphi technique with curriculum and content experts. (4) Effectiveness testing using a one-group pretest-posttest design with 30 teachers, including pre- and post-test and a response questionnaire. (5) Disseminating the training curriculum through a public webinar with experts and 55 potential users. The resulting curriculum utilizes the BRAIN training strategy (Basic Experience, Reflection, And ActIoN). This curriculum has been validated for effectiveness, practicality, and its ability to enhance the digital competence of elementary school teachers.

Keyword: *curriculum design, training curriculum, digital competency.*

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