

ABSTRAK

Nurlaila (2014): Pengembangan Model Pelatihan *Instructional Games* untuk Peningkatan Profesionalisme Pendidik PAUD di Kota Medan (Disertasi Program Studi Pendidikan Luar Sekolah, Sekolah Pasca Sarjana Universitas Pendidikan Indonesia, Bandung).

Penelitian ini dibutuhkan untuk meningkatkan profesionalisme pendidik di Kota Medan. Pada beberapa lembaga PAUD diketahui profesionalisme pendidik PAUD dalam menggunakan media pembelajaran tergolong belum memadai, belum bervariasi, monoton dan kaku bahkan masih ada yang menggunakan lembar kerja siswa. Ada beberapa unit komputer yang dapat dimanfaatkan pada lembaga. Kualifikasi pendidikan pendidik juga masih kurang memadai, tidak *matchnya* latar belakang pendidik dengan pekerjaan yang ditekuni, belum optimalnya pembinaan lembaga terkait diduga menjadi penyebab permasalahan tersebut. Berdasarkan kajian studi pendahuluan di kota Medan, *Instructional games* dapat dikembangkan sebagai alternatif media anak usia dini. *Instructional games* merupakan hal baru, agar pemanfaatannya maksimal maka perlu diadakan pelatihan untuk pendidik. Ide tersebut mendasari penelitian ini, yang bertujuan mengembangkan model pelatihan *instructional games* untuk meningkatkan profesionalisme pendidik PAUD. Penelitian ini menerapkan metode penelitian dan pengembangan dengan tiga tahapan proses, yakni studi pendahuluan, pengembangan model, dan validasi model. Validasi dilakukan dengan uji efektivitas secara terbatas dan luas dalam bentuk *The one group pretest-posttest design*. Populasi 606 orang pendidik PAUD dari 333 lembaga, sampel ditentukan dengan teknik *purposif sampling*, yaitu 19 orang; 5 orang pada saat uji terbatas dan 14 orang pada uji luas. Tes, angket, wawancara, observasi dan studi dokumentasi adalah alat yang digunakan untuk mengungkap data, kemudian dianalisis dengan dua cara yaitu analisis logis, analisis *nonparametrik*. Temuan penelitian: (1) kondisi awal profesionalisme pendidik dalam penggunaan media pembelajaran belum memadai, belum bervariasi, monoton, cenderung kaku bahkan masih ada yang menggunakan LKS, pada aspek pelatihan, belum ada pelatihan yang berorientasi meningkatkan profesionalisme pendidik melalui pelatihan *instructional games*, dilihat dari aspek perencanaan, pelaksanaan dan evaluasi, (2) *Instructional games* dikembangkan melalui tahapan pembuatan GBPM, *flowchart*, *storyboard*, pengumpulan bahan, *finishing &* pemrograman, (3) model konseptual pelatihan *instructional games* dikembangkan melalui tahapan: identifikasi kebutuhan, desain model konseptual, validasi desain, (4) implementasi model melalui tahapan perencanaan, pengorganisasian, pelaksanaan, dan evaluasi (5) penerapan model pelatihan *instructional games* untuk peningkatan profesionalisme pendidik PAUD efektif. Hasil penelitian ini direkomendasikan kepada BP-PAUDNI Provinsi Sumut, Dinas Pendidikan Provinsi dan Kota, khususnya bagi para pendidik PAUD.

Kata kunci : pengembangan, model, pelatihan, *instructional games*, pendidik, profesionalisme, anak usia dini.

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ABSTRACT

Nurlaila (2014): The Development of Training Model of instructional Games for the Increased Professionalism of Early Childhood Educators in Medan (Dissertation of non formal Education Program, Post Graduate School of Education University of Indonesia , Bandung) .

This research is needed to improve educators' professionalism in Medan. After a series of observations in several early childhood institutions, it was found that professionalism of early childhood educators in Medan is still inadequate, unvaried, and selfsame and monotonous and clumsy in terms of media use, some still use student worksheets and there are several computers that can be utilized at institutions it was found. The educators' educational qualifications are still poor. Problems of unsuitable educational background that does not match the work they occupy often happen and the still not optimal guidance from related bodies is allegedly the cause of the problem. Based on a review of preliminary studies, the package of Instructional Games can be developed as an alternative medium for early childhood. Instructional games are still new for children. In order to make the games fully utilized, educators need to have a complete training of instructional games. This idea underlies this research, which is aimed at developing a training model of instructional games so as to enhance professionalism of early childhood educators. This research applies the methods of research and development through three processing stages, i.e. the preliminary studies, model development, and model validation. Validation is done by doing an effectiveness test limitedly and extensively in the form of The one group pretest-posttest design. It was done to a population of 606 early childhood educators from 333 institutions. Sample is determined by purposive sampling technique, i.e. to 19 persons; 5 persons on the limited test, and 14 persons the extensive test. Tests, questionnaires, interviews, observations and document study are tools used for data collection. The data are then analyzed in two ways, i.e. by using logical analysis and nonparametric analysis. The research findings: (1) the initial condition of educators' professionalism in the use of instructional media is still inadequate, unvaried, monotonous, rigid, and clumsy. Use of worksheets is still frequent and favorable. In terms of training aspect and in view of the aspects of planning, implementation, and evaluation, no training is carried out or oriented to enhance the educators' professionalism through instructional games, (2) Instructional games are developed through stages of setting up the Media Program Outline, flowcharts, storyboards, materials collection, finishing, and programming, (3) conceptual training model of instructional games developed through stages: needs identification, conceptual model design, validation design,(4) implemented of model through stages of planning, organizing, implementation, and evaluation (5) the application of instructional games training model for enhancing effectively the early childhood educators' professionalism. The result of this study is recommended to BP-PAUDNI North of Sumatera Province, Provincial & Municipal Department of Education, especially for early childhood educators

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keywords : development, model, training, instructional games, educator, professionalism, early childhood.

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