

**PENGEMBANGAN DIGITAL STORYTELLING BERBASIS WEBSITE
UNTUK MENINGKATKAN HASIL BELAJAR SISWA SMK PADA
MATERI DAMPAK SOSIAL INFORMATIKA**

SKRIPSI

Diajukan untuk memenuhi syarat untuk memperoleh gelar sarjana
Prodi Studi Pendidikan Ilmu Komputer.



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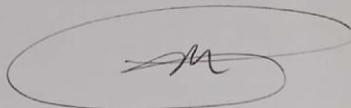
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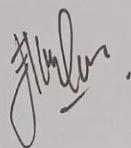
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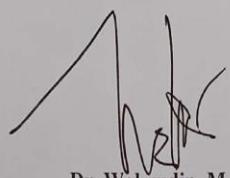


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ABSTRAK

Dalam proses pembelajaran terdapat beberapa kendala yang masih ditemukan salah satunya adalah siswa sulit untuk memahami materi yang disampaikan oleh guru, sehingga dapat mempengaruhi nilai kognitif siswa. Selain pada aspek kognitif siswa, pemanfaatan media pembelajaran yang kurang maksimal dapat mempengaruhi pemahaman siswa terhadap materi. Untuk mengatasi permasalahan tersebut, peneliti mengembangkan digital *storytelling* berbasis *website* untuk meningkatkan hasil belajar siswa. Cerita cenderung dapat diingat dalam waktu lama dan dengan penyampaian secara digital melalui video, audio, teks, musik dapat menarik perhatian siswa pada saat pembelajaran berlangsung. Pada penelitian ini, metodologi yang digunakan yaitu *Smart Learning Environment Establishment Guideline* (SLEEG) dengan tahapan *Plan*, *Do*, *Check*, *Act* dan desain penelitian menggunakan *one group pretest-posttest*. Hasil penelitian menunjukkan bahwa digital *storytelling* berbasis *website* sangat layak digunakan. Hasil uji peningkatan hasil belajar siswa sebelum dan sesudah menggunakan digital *storytelling* berbasis *website* pada materi dampak sosial informatika mengalami peningkatan dari rata-rata nilai *pretest* sebesar 49 menjadi sebesar 77,17 pada hasil *posttest* dengan rata-rata nilai *gain* sebesar 0,53 yang termasuk dalam kriteria Sedang. Tanggapan siswa dalam penggunaan digital *storytelling* berbasis *website* ini sangat baik terbukti dari hasil pengisian kuesioner dengan nilai persentase mencapai 86,8%.

Kata Kunci: Digital *Storytelling*, Pembelajaran Dampak Sosial Informatika, *Smart Learning Environment Establishment Guideline*.

**DEVELOPMENT OF DIGITAL STORYTELLING WEBSITE-BASED TO
INCREASE LEARNING OUTCOMES OF VOCATIONAL SCHOOL STUDENTS
ON SOCIAL IMPACT INFORMATICS**

by

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ABSTRACT

In the learning process there are several obstacles that are still found, one of which is that students find it difficult to understand the material presented by the teacher, so that it can affect students' cognitive values. In addition to the cognitive aspects of students, the use of learning media that is less than optimal can affect students' understanding of the material. To overcome these problems, researchers developed a website-based digital storytelling to improve student learning outcomes. Stories are more likely to be remembered for a long time and with digital delivery through video, audio, text, music, it can attract students' attention during learning. In this study, the methodology used is the Smart Learning Environment Establishment Guideline (SLEEG) with the stages of Plan, Do, Check, Act and research design using one group pretest-posttest. The results show that website-based digital storytelling is very feasible to use. The test results for improving student learning outcomes before and after using website-based digital storytelling on the social impact of informatics material are seen from the increase from the average pretest value of 49 to 77.17 in the posttest results with an average gain value of 0.53 which includes in the Medium criteria. Student responses in the use of website-based digital storytelling are very good, as evidenced by the results of filling out the questionnaire with a percentage value of 86.8%.

Keywords: Digital Storytelling, Social Impact Learning Informatics, Smart Learning Environment Establishment Guideline.

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