

**PENGEMBANGAN BAHAN AJAR *GAMIFICATION* BUPATI
SUKAPURA DAN GALUH UNTUK MENINGKATKAN
KETERAMPILAN BERPIKIR KRITIS DAN KREATIF
MAHASISWA PENDIDIKAN SEJARAH**

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*Diajukan untuk memenuhi salah satu syarat memperoleh gelar Doktor
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2023

PENGEMBANGAN BAHAN AJAR *GAMIFICATION* BUPATI SUKAPURA DAN GALUH UNTUK MENINGKATKAN KETERAMPILAN BERPIKIR KRITIS DAN KREATIF MAHASISWA PENDIDIKAN SEJARAH

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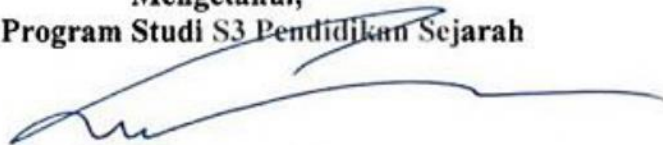
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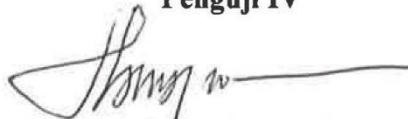
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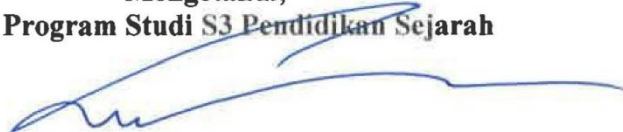
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ABSTRAK

Berdasarkan hasil wawancara dengan dosen-dosen Program Studi Pendidikan Sejarah di Priangan Timur sebagian besar mahasiswa belum memiliki keterampilan berpikir kritis dan kreatif yang baik serta materi sejarah lokal khususnya Bupati Sukapura dan Galuh belum begitu dikembangkan secara maksimal dalam kegiatan pembelajaran. Hal ini berdampak pada kurangnya pengetahuan tentang tokoh lokalnya. Salah satu solusi dalam mengatasi permasalahan tersebut adalah dengan mengembangkan bahan ajar *gamification* Bupati Sukapura dan Galuh. Adapun tujuan penelitian ini adalah mengembangkan bahan ajar *gamification* Bupati Sukapura dan Galuh untuk meningkatkan keterampilan berpikir kritis dan kreatif mahasiswa pendidikan sejarah. Metode yang digunakan adalah metode penelitian kombinasi (*mixed methods*) yaitu menggunakan metode historis dan *literature review* pada pendekatan kualitatif dan metode *experiments quasi* dengan pendekatan kuantitatif. Selain itu, dilakukan penelitian pengembangan bahan ajar *gamification*. Hasil penelitian menunjukkan bahwa historiografi Bupati Sukapura dan Galuh ditentukan berdasarkan lamanya memimpin dan kemampuannya dalam memajukan wilayahnya, yaitu Raden Anggadipa dan Raden Adipati Aria Wiratanuningrat sebagai Bupati Sukapura dan Raden Adipati Aria Kusumadiningrat serta Raden Adipati Aria Kusumasubrata sebagai Bupati Galuh. Desain *gamification* diawali dengan menentukan dan merancang elemen-elemen *game* yang akan digunakan pada aplikasi dan mendesain alur penggunaannya dalam kegiatan pembelajaran. Pengembangan *gamification* dilakukan melalui beberapa tahap, yaitu menyusun historiografi Bupati Sukapura dan Galuh, validasi dan revisi dari ahli materi dan media, dan tahap uji coba produk. Berdasarkan uji efektivitas keterampilan berpikir kritis di Universitas Siliwangi melalui uji Mann-Whitney U sebesar 0,000 dan di Universitas Galuh melalui uji *independent sample t test* sebesar 0,000. Artinya nilai signifikansi $< 0,05$ menunjukkan perbedaan signifikan antara penggunaan bahan ajar *gamification* Bupati Sukapura dan Galuh dengan yang bukan untuk meningkatkan keterampilan berpikir kritis mahasiswa. Sementara itu, hasil uji efektivitas keterampilan berpikir kreatif di Universitas Siliwangi dan Universitas Galuh melalui uji Mann-Whitney U menunjukkan nilai signifikansi sebesar 0,000. Artinya nilai signifikansi $< 0,05$ menunjukkan perbedaan signifikan antara penggunaan bahan ajar *gamification* Bupati Sukapura dan Galuh dengan yang bukan untuk meningkatkan keterampilan berpikir kreatif mahasiswa.

Kata Kunci: *Gamification*, Berpikir Kritis, Berpikir Kreatif, Sejarah Lokal

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ABSTRACT

Based on the results of interviews with lecturers of the History Education Study Program in East Priangan, most of the students did not yet have good critical and creative thinking skills and local history material, especially the Sukapura and Galuh Regents, had not yet developed optimally in learning activities. This has an impact on the lack of knowledge about local figures. One solution to overcome this problem is to develop gamification teaching materials for the Sukapura and Galuh Regents. The purpose of this research is to develop gamification teaching materials for Sukapura and Galuh Regents to improve critical thinking skills and the history of creative student education. The method used is a mixed methods research that uses historical methods and a review of the literature on a qualitative approach and a quasi-experimental method with a quantitative approach. In addition, research on the development of gamification teaching materials was carried out. The results showed that the historiography of the Regent of Sukapura and Galuh was determined based on their length of leadership and their ability to advance their territory, namely Raden Anggadipa and Raden Adipati Aria Wiratanuningrat as Regent of Sukapura and Raden Adipati Aria Kusumadiningrat and Raden Adipati Aria Kusumasubrata as Regent of Galuh. Gamification design begins with determining and designing game elements that will be used in applications and designing the flow of their use in learning activities. The gamification development was carried out through several stages, namely compiling the historiography of the Sukapura and Galuh Regents, validation and revision from material and media experts, and the product trial stage. Based on the effectiveness test of critical thinking skills at Siliwangi University through the Mann-Whitney U test of 0.000 and at Galuh University through an independent sample t test of 0.000. This means that the significance value <0.05 indicates a significant difference between the use of gamification teaching materials by the District Heads of Sukapura and Galuh and those that are not to improve students' critical thinking skills. Meanwhile, the results of the effectiveness test of creative thinking skills at Siliwangi University and Galuh University through the Mann-Whitney U test showed a significance value of 0.000. This means that the significance value <0.05 indicates a significant difference between the use of gamification teaching materials by the District Heads of Sukapura and Galuh and those that do not to improve students' creative thinking skills.

Keywords: *Gamification, Critical Thinking, Creative Thinking, Local History*

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Oka Agus Kurniawan Shavab, 2023

PENGEMBANGAN BAHAN AJAR GAMIFICATION BUPATI SUKAPURA DAN GALUH UNTUK MENINGKATKAN KETERAMPILAN BERPIKIR KRITIS DAN KREATIF MAHASISWA PENDIDIKAN SEJARAH

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Oka Agus Kurniawan Shavab, 2023

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