DESIGNING MICROLEARNING-BASED AND CRITICAL THINKING-INFUSED VIRTUAL REALITY AS ENGLISH LEARNING MATERIALS FOR SEVENTH GRADERS

A Thesis Submitted in Partial Fulfillment of the Requirements for the Degree of Master Program of English Language Education

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Jakarta, 13 Juli 2023

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ABSTRAK

Atika Herawati. (2023). *Merancang Realitas Maya sebagai Bahan Ajar Bahasa Inggris Berbasis Pembelajaran Mikro dan Terinfusi Berpikir Kritis untuk Tingkat Tujuh.* Tesis. Jakarta: Program Magister Pendidikan Bahasa Inggris, Fakultas Bahasa dan Seni, Universitas Negeri Jakarta.

Materi ajar dalam format digital seperti realitas maya (Virtual Reality) yang berbasis pembelajaran mikro dan berpikir kritis dapat menjadi salah satu cara untuk mengurangi dampak *learning loss*. Oleh karena itu, penelitian ini berfokus pada perancangan materi pembelajaran bahasa Inggris realitas maya yang berbasis pembelajaran mikro dan berpikir kritis untuk siswa kelas tujuh. Studi ini menggunakan empat fase ADDE (Analysis, Design, Development, & Evaluation) yang dikembangkan oleh Richey & Klein (2007). Temuan studi ini mengungkapkan bahwa ada kebutuhan untuk merancang produk karena materi pembelajaran Bahasa Inggris dengan realitas maya yang ada belum cukup menanamkan pembelajaran mikro, pemikiran kritis, dan memaksimalkan potensi teknologi realitas maya. Prosedur perancangan luaran penelitian ini dilakukan dengan empat tahapan yaitu: 1) meringkas fakta dan informasi yang dikumpulkan dari analisis kebutuhan; 2) mengkaji teori-teori dan deskriptor yang relevan untuk merancang produk prototipe; 3) mengembangkan skrip dan mendigitalkannya ke dalam aplikasi pembuat realitas maya; 4) evaluasi produk prototipe melalui validasi ahli dan tes alfa. Sebanyak dua puluh enam (26) produk prototipe dalam format realitas maya yang terinfusi pembelajaran mikro dan berpikir kritis telah dikembangkan. Validitas produk prototipe dari ahli media realitas maya berada dalam kategori "Baik" dan valid dengan revisi minor. Sedangkan validasi dari ahli pedagogik terjustifikasi "Sangat Baik" dan valid tanpa revisi. Hasil *employability* dari prototipe produk juga masuk dalam kategori "Sangat Baik". Karena penelitian ini terbatas pada pengujian alfa, pengujian beta disarankan untuk penelitian lanjutan.

Kata kunci: *pembelajaran mikro, berpikir kritis, realitas maya, materi ajar Bahasa Inggris, kelas tujuh*

ABSTRACT

Atika Herawati. (2023). *Designing Microlearning-Based and Critical Thinking-Infused Virtual Reality as English Learning Materials for Seventh Graders*. A Thesis. Jakarta: Program Magister Pendidikan Bahasa Inggris, Fakultas Bahasa dan Seni, Universitas Negeri Jakarta.

Learning material in digital format, such as Virtual reality, that infuses microlearning-based and critical thinking can be one of the ways to mitigate the learning loss. Thus, this present study focuses on designing microlearning-based and critical thinking-infused Virtual Reality (VR) English learning materials for seventh graders. It used ADDE's four phases (Analysis, Design, Development, and Evaluation) proposed by Richey & Klein (2007). The findings revealed that there was a need to design the products since existing VR as English Learning Materials (VRELMs) have not sufficiently infused microlearning, critical thinking, and maximized virtual reality potentials. The procedures for designing the output of this study have been through four phases: 1) summarizing the facts and information gathered from the need analysis; 2) examining relevant theories and descriptors to design the prototyping products; 3) developing scripts and digitalizing them into a VR authoring application; and 4) evaluating the prototyping products through expert validations and an alpha test. A total of 26 prototyping products of microlearning object materials (MLOMs) in VR format and infused with critical thinking have been developed. The validity result of the prototype products was in the "Good" category and valid with minor revisions in terms of media (VR) experts. While the pedagogical expert's result was "Very Good" and valid with no revisions. The employability of the products was also justified in the "Very Good" category. Since this study was limited to alpha testing, beta testing is suggested for advanced research.

Keywords: *microlearning, critical thinking, virtual reality (VR), English learning material, seventh graders*

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Jakarta, 13 July 2023

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