# DESIGNING MICROLEARNING-BASED AND CRITICAL THINKING SKILLS-INFUSED VIRTUAL REALITY AS ENGLISH LEARNING MATERIALS FOR 8TH GRADERS

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

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Jakarta, 13 July 2023

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## ABSTRAK

Rizky Syahra Putri. (2023). *Merancang Virtual Reality Berbasis Microlearning dan Terinfusi Kemampuan Berpikir Kritis Sebagai Bahan Pembelajaran Bahasa Inggris Kelas 8*. Tesis. Jakarta: Program Magister Pendidikan Bahasa Inggris, Fakultas Bahasa dan Seni, Universitas Negeri Jakarta.

*Microlearning* dan *virtual reality* (VR) baru-baru ini diakui sebagai topik yang menjanjikan dalam pendidikan, khususnya di bidang pengajaran dan pembelajaran. Kemajuan teknologi yang cepat sekarang memungkinkan bentuk pembelajaran baru yang memenuhi kebutuhan dan preferensi pelajar digital dan abad ke-21, yang mencari hiburan, kolaborasi, interaksi, dan manipulasi objek. Oleh karena itu, tujuan dari penelitian ini adalah merancang *virtual reality* berbasis *microlearning* dan terinfusi kemampuan berpikir kritis sebagai bahan ajar bahasa Inggris, khususnya untuk siswa kelas VIII. Penelitian ini mengikuti model ADDE yang dikemukakan oleh Richey & Klein (2007) untuk mendesain produk. Temuan mengungkapkan bahwa VR yang ada sebagai materi pembelajaran bahasa Inggris tidak sepenuhnya menanamkan pembelajaran mikro dan keterampilan berpikir kritis. Prosedur penelitian ini meliputi: 1) mengumpulkan VR yang ada sebagai bahan pembelajaran bahasa Inggris; 2) menganalisis konten berdasarkan *microlearning*, VR, dan deskriptor keterampilan berpikir kritis; 3) membuat RPP dan naskah; 4) mengembangkan storyboard; 5) digitalisasi naskah menggunakan aplikasi VR; 6) memvalidasi produk; 7) melakukan pengujian alfa; dan 8) merevisi produk. Produk akhir dari penelitian ini adalah desain bahan ajar bahasa Inggris yang menggunakan *microlearning* dan menanamkan keterampilan berpikir kritis, disajikan dalam bentuk VR, sehingga menghasilkan total 21 produk prototipe. Berdasarkan penilaian ahli, produk dianggap valid dengan sedikit revisi.



**Kata Kunci**: *microlearning, virtual reality, materi pembelajaran, berpikir kritis*

## ABSTRACT

Rizky Syahra Putri. (2023). *Designing Microlearning-Based and Critical Thinking Skills-Infused Virtual Reality as English Learning Materials for 8th Graders*. A Thesis. Jakarta: Program Magister Pendidikan Bahasa Inggris, Fakultas Bahasa dan Seni, Universitas Negeri Jakarta.

Microlearning and virtual reality (VR) have recently been recognized as promising topics in education, particularly in the field of teaching and learning. The rapid technological advancements now enable a new form of learning that caters to the needs and preferences of digital and 21st-century learners, who seek entertainment, collaboration, interaction, and object manipulation. Therefore, the aim of this study is to design microlearning-based and critical thinking skills-infused virtual reality as English learning materials, specifically targeting eighth graders. This study followed the ADDE model proposed by Richey & Klein (2007) to design the product. The findings revealed that existing VR as English learning materials did not fully infuse microlearning and critical thinking skills. The procedures of this study involved: 1) collecting existing VR as English learning materials; 2) analyzing the content based on microlearning, VR, and critical thinking skill descriptors; 3) creating lesson plans and scripts; 4) developing storyboards; 5) digitizing the script using a VR application; 6) validating the product; 7) conducting alpha testing; and 8) revising the product. The final product of this study is the design of English learning materials that employ microlearning and infuse critical thinking skills, presented in the form of VR, resulting in a total of 21 prototype products. Based on expert judgements, the product is considered valid with minor revisions.



**Keywords**: *microlearning, virtual reality, learning materials, critical thinking*

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The writer

Rizky Syahra Putri

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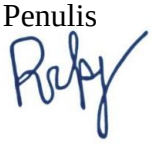

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