

**PENGEMBANGAN MODEL PEMBELAJARAN PENDIDIKAN KARAKTER
BAGI CALON *MASTER GUIDE* BERBASIS *HYPERCONTENT***

JHONI LAGUN SIANG

ABSTRAK

Tujuan dari penelitian ini adalah untuk menghasilkan suatu produk bahan pembelajaran pendidikan karakter berbasis *hypercontent* bagi calon *master guide*. Metodologi yang digunakan adalah metode penelitian dan pengembangan. Penelitian ini menggunakan model Rowntree dikombinasikan dengan model *web disign* hasil kombinasi dua model tersebut diberi nama model *jonnuro* yang terdiri dari tiga tahap, yaitu tahap perencanaan, tahap pengembangan, dan tahap evaluasi. Tahap uji produk dimulai dengan uji ahli materi, ahli bahasa, ahli desain pembelajaran, dan ahli media. Kemudian produk tersebut diuji ke sejumlah calon *master guide*, yaitu 3 orang calon *master guide* untuk evaluasi satu-satu dan 30 orang untuk evaluasi lapangan. Hasil penelitian menunjukkan nilai rata-rata ahli materi 4,8 yang berarti produk tersebut dinilai sangat baik, ahli bahasa 4,8 yang berarti produk tersebut sangat baik, ahli desain pembelajaran 4,6 yang berarti produk tersebut sangat baik, dan ahli media 4,2 yang berarti produk tersebut dinilai baik. Kemudian pada tahap uji coba terhadap calon *master guide* hasil rata-rata untuk tahap uji perorangan 98,7% yang berarti produk tersebut dinilai sangat baik dan pada tahap ini uji coba uji lapangan 97% dianggap sangat baik. Hasil *pretest* dan *post test* menunjukkan peningkatan presentase ketuntasan hasil belajar peserta didik sebesar 36,4 %. Presentase tes kreativitas peserta didik untuk test presepsi sebesar 94,5%, tes pengetahuan 95%, dan tes kemampuan sebesar 93,5%, artinya bahwa kreativitas calon *master guide* meningkat setelah mempelajari bahan belajar berbasis *hypercontent*. Kesimpulannya bahan belajar pendidikan karakter berbasis *hypercontent* untuk calon *master Guide* sudah sangat baik dan perlu dipertahankan karena dapat meningkatkan kreativitas calon *master guide*.

Keyword: *Hypercontent*, *QR code*, Model Pembelajaran *Jonnuro*, karakter, kreativitas, Kelas Online

**CHARACTER EDUCATION LEARNING MODEL FOR CANDIDATE
MASTER GUIDE BASED ON HYPERCONTENT**

JHONI LAGUN SIANG

ABSTRACT

Purpose of this research is to produce a hypercontent-based character education learning material product for candidate master guides. The methodology used is research and development methods. This study uses the Rowntree model combined with the web design design results of the combination of 2 models is named the Jonnuro model consisting of three people, namely planning, development, and development. The product test phase begins with the test of material experts, linguists, instructional design experts, and media experts. Then the product was tested to a number of candidate master guides, namely 3 candidate master guides for face to face trayout and 30 people for field trials. The results showed an average score of material experts 4.8 which meant the product was rated very good, a language expert 4.8 which meant the product was very good, a learning design expert 4.6 which meant the product was very good, and media expert 4, 2 which means the product is rated as good. Then in the trial phase of the candidate master guide the average results for the individual test stage were 98.7% which means the product was rated very well and at this stage the 97% field trial was considered very good. The results of the pretest and post test showed an increase in the percentage of mastery learning outcomes of students by 36,4 %. The percentage of students' creativity tests for perception tests was 94.5%, knowledge tests were 95%, and abilities tests were 93.5%, so it can be concluded that the creativity of prospective master guides increased after studying-based learning material hypercontent. In conclusion, character education learning materials based hypercontent for prospective master guides are very good and need to be maintained because they can enhance the creativity of prospective master guides.

Keyword: *Hypercontent, QR code, Jonnuro Learning Model, character, Creativity, Online Class.*