

ABSTRAK

Saputra, Egi, 2021. “Perancangan Media Layanan Informasi Berbantuan Flash Tentang Makna Religiusitas”. Tugas Akhir. Program Studi Bimbingan dan Konseling Fakultas Bisnis & Humaniora. Universitas Teknologi Yogyakarta. Pembimbing Erlin Fitria, S. Pd., M. Pd.

Sistem Pendidikan Nasional bertujuan untuk berkembangnya potensi siswa agar menjadi manusia yang beriman dan bertakwa kepada Tuhan Yang Maha Esa, Terdapat 18 nilai karakter yang dikembangkan dalam Pendidikan karakter yaitu diantaranya religius. Religiusitas membantu individu menemukan makna dan tujuan kehidupan tujuan hidup tersebut membantu individu untuk lebih terarah mencapai tujuannya yakni kebahagiaan. Tujuan penelitian ini untuk merancang media layanan informasi berbantuan flash tentang makna religiusitas. Metode yang digunakan adalah penelitian *Research and Development* (R & D). Tahapan penelitian ini pada perancangan produk serta validasi produk tanpa pengujian efektivitas pada pengguna. Hasilnya didapatkan bahwa 76% Layak dan Validator ahli materi Guru Agama didapatkan hasil 76% Validator Ahli Media didapatkan hasil 78% Layak. Hasil penelitian ini berdasarkan uji kelayakan didapatkan nilai 76,66%., Media tersebut dapat disimpulkan bahwa media layanan informasi berbantuan flash tentang makna religiusitas maka dikatakan Layak digunakan. Keterbatasan media hanya dapat digunakan pada *smartphone android* saja, Pengembangan selanjutnya dapat di kembangkan pada *smartphone* berbasis *Iphone (IOS)*.

Kata Kunci: Religiusitas, Layanan Informasi, Pendidikan

ABSTRACT

Saputra, Egi, 2021. *"Designing Flash-assisted Information Services Media About the Meaning of Religiosity"*. Thesis. Guidance and Counseling Study Program, Faculty of Business & Humanities. University of Technology Yogyakarta. Advisor Erlin Fitria, S. Pd., M. Pd.

The National Education System aims to develop the potential of students to become human beings who believe and fear God Almighty. There are 18 character values developed in character education, including religious. Religiosity helps individuals find the meaning and purpose of life, the purpose of life helps individuals to be more focused on achieving their goals, namely happiness. The purpose of this research is to design a flash-assisted information service media about the meaning of religiosity. The method used is Research and Development (R & D) research. The stages of this research are product design and product validation without testing the effectiveness of the user. The results show that 76% are Eligible and the Validators for material experts on Religion Teachers get 76% of the Validators for Media Experts, the results are 78% Eligible. The results of this study based on the feasibility test obtained a value of 76.66%. The media can be concluded that the flash-assisted information service media about the meaning of religiosity is said to be feasible. Limitations of media can only be used on Android smartphones. Further development can be developed on smartphones based on Iphone (IOS).

Keywords: Religiosity, Information Services, Education