

**PENGEMBANGAN MEDIA KOMIK PADA MUATAN
IPA MATERI GAYA SISWA KELAS IV
SD NEGERI 1 SERONGGA GIANYAR
TAHUN AJARAN 2021/2022**

Oleh

Ni Kadek Vilasa Devi, NIM 1811031185

Prodi Pendidikan Guru Sekolah Dasar

ABSTRAK

Penelitian pengembangan ini bertujuan untuk merancang media komik pada muatan IPA materi Gaya dan mengetahui kelayakan media media komik pada muatan IPA materi Gaya menurut para ahli dan uji coba produk. Pengujian dilakukan oleh tiga orang ahli yaitu ahli isi mata pelajaran, ahli desain pembelajaran, ahli media pembelajaran, dan siswa sebagai subjek uji coba produk yang dikembangkan meliputi uji coba perorangan, uji coba kelompok kecil, dan uji coba lapangan. Penelitian pengembangan ini menggunakan model pengembangan ADDIE yaitu *Analyz, Design, Development, Implementation, dan Evaluation*. Metode pengumpulan data yang digunakan wawancara dan angket atau kuesioner. Pada penelitian ini teknik analisis data yang digunakan adalah analisis kuantitatif dan analisis kualitatif. Media komik pada muatan IPA materi gaya dinyatakan layak dari hasil *review* ahli isi mata pelajaran dengan presentase (93,00%) dengan kualifikasi sangat baik, hasil *review* ahli desain pembelajaran dengan memperoleh presentase (97,50%) menyatakan bahwa media komik sangat baik digunakan, hasil *review* media pembelajaran dengan memperoleh presentase (92,00%) menyatakan bahwa media komik sangat baik digunakan, hasil uji coba perorangan memperoleh presentase (91,60%) dengan kualifikasi sangat baik, hasil uji coba kelompok kecil dengan presentase (82,36%) memperoleh kualifikasi baik, dan uji coba lapangan menyatakan bahwa media komik sangat baik digunakan. Dapat disimpulkan bahwa media komik yang telah dikembangkan layak digunakan pada proses belajar mengajar khususnya pada muatan IPA materi gaya siswa kelas IV.

Kata Kunci : Pembelajaran, komik dan IPA

ABSTRACT

This development research aims to design comic media on the science content of Gaya material and determine the feasibility of comic media on the science content of Gaya material according to experts and product trials. The test was carried out by three experts, namely subject content experts, learning design experts, learning media experts, and students as test subjects for the products developed including individual trials, small group trials, and field trials. This development research uses the ADDIE development model, namely Analyz, Design, Development, Implementation, and Evaluation. The data collection methods used were interviews and questionnaires or questionnaires. In this study, the data analysis techniques used were quantitative analysis and qualitative analysis. Comic media on the science content of style material was declared feasible from the results of the review of subject content experts with a percentage (93.00%) with very good qualifications, the results of the learning design expert review by obtaining a percentage (97.50%) stated that the comic media was very well used, the results of the review of learning media by obtaining a percentage (92.00%) stated that the comic media was very well used, the results of the individual trial obtained a percentage (91.60%) with very good qualifications, the results of the small group trial with a percentage (82.36 %) obtained good qualifications, and field trials stated that comics were very well used. It can be concluded that the comic media that has been developed is suitable for use in the teaching and learning process, especially in the science content of grade IV students' style material.

Keywords: Learning, comics and science

