

**PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK
DIGITAL BERBASIS *PROBLEM BASED LEARNING* PADA
MUATAN PELAJARAN IPA MATERI ADAPTASI
MORFOLOGI KELAS VI SEKOLAH DASAR NEGERI 2
BUNGBUNGAN KLUNGKUNG**

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ABSTRAK

Penelitian ini dilaksanakan karena kurangnya variasi media pembelajaran yang dimiliki oleh guru khususnya pada mata pelajaran IPA sehingga berdampak pada rendahnya hasil belajar IPA siswa (78%). Penelitian ini dilaksanakan untuk mengembangkan media pembelajaran berbasis teknologi yang disesuaikan dengan kebutuhan siswa melalui penerapan model pembelajaran berbasis *problem based learning*. Tujuan penelitian ini untuk menciptakan media komik digital yang layak dan efektif digunakan pada muatan pelajaran IPA materi adaptasi morfologi siswa kelas VI SD. Penelitian ini menggunakan model pengembangan ADDIE (Analyze, Design, Development, Implementation, Evaluation) dengan subjek yang terlibat yaitu 1 ahli materi pelajaran, 1 ahli desain pembelajaran, 1 ahli media pembelajaran, 3 orang siswa uji coba perorangan dan 9 orang siswa uji coba kelompok kecil, sementara uji efektivitas menggunakan 18 orang siswa. Metode pengumpulan data digunakan kuesioner, tes dan teknik analisis data yang digunakan analisis deskriptif kuantitatif serta statistik inferensial. Hasil dari penelitian pengembangan ini adalah media komik digital berbasis *problem based learning* yang layak dan efektif digunakan dalam proses pembelajaran. Berdasarkan hasil uji validitas dan efektivitas yang dilakukan menunjukkan hasil validitas komik digital menurut subjek uji coba secara berturut-turut sebesar 93%, 93,18%, 95%, 97,5%, dan 95,2% secara keseluruhan memiliki kategori sangat baik sehingga produk yang dikembangkan layak untuk digunakan. Sementara itu hasil perhitungan uji efektivitas berdasarkan hasil uji-t diperoleh $t_{hitung} = 15,624$ untuk $db = 34$ dan taraf signifikan 5% = 2,042. Hal ini berarti $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima. Berdasarkan kriteria pengujian, jika H_0 ditolak dan H_1 diterima artinya terdapat perbedaan yang signifikan (5%) sebelum dan sesudah menggunakan media pembelajaran komik digital berbasis *problem based learning*. Dengan demikian hasil penelitian ini menunjukkan bahwa media komik digital berbasis *problem based learning* efektif digunakan pada materi adaptasi morfologi kelas VI SD Negeri 2 Bungbungan.

Kata kunci: Pengembangan, Media Pembelajaran, Komik Digital

ABSTRACT

This research was carried out due to the lack of variety of learning media owned by teachers, especially in science subjects so that it had an impact on the low science learning outcomes of students (78%). This research was conducted to develop technology-based learning media that is tailored to the needs of students through the application of problem-based learning models. The purpose of this research is to create a digital comic media that is feasible and effective to be used in science subject matter for morphological adaptation of sixth grade elementary school students. This study uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation) with the subjects involved, namely 1 subject matter expert, 1 learning design expert, 1 learning media expert, 3 students for individual trials and 9 students for group trials. small, while the effectiveness test used 18 students. Data collection methods used questionnaires, tests and data analysis techniques used quantitative descriptive analysis and inferential statistics. The results of this development research are problem-based learning-based digital comics that are feasible and effective to use in the learning process. Based on the results of the validity and effectiveness tests carried out, the results of the validity of digital comics according to the test subjects are 93%, 93.18%, 95%, 97.5%, and 95.2% overall have a very good category so that the product developed is feasible to use. Meanwhile, the results of the calculation of the effectiveness test based on the results of the t-test obtained $t_{count} = 15,624$ for $db = 34$ and a significant level of $5\% = 2,042$. This means that $t_{count} > t_{table}$, so H_0 is rejected and H_1 is accepted. Based on the test criteria, if H_0 is rejected and H_1 is accepted, it means that there is a significant difference (5%) before and after using problem-based learning-based digital comics learning media. Thus, the results of this study indicate that problem-based learning-based digital comics are effectively used in morphological adaptation materials for class VI SD Negeri 2 Bungbungan.

Keywords: Development, Learning Media, Digital Comic