

PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK ELEKTRONIK PADA KOMPETENSI PENGETAHUAN IPA MATERI KOMPONEN EKOSISTEM SISWA KELAS V SD NEGERI 1 TISTA

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ABSTRAK

Penelitian dilatarbelakangi oleh minimnya variasi media pembelajaran yang digunakan guru dalam pembelajaran IPA sehingga siswa kesulitan untuk belajar secara mandiri. Penelitian ini bertujuan untuk mengetahui rancang bangun media komik elektronik, untuk mengetahui kualitas pengembangan media komik elektronik, dan untuk mengetahui efektivitas pengembangan media komik elektronik. Penelitian menggunakan model pengembangan *ADDIE (Analyze, Design, Development, Implementation, Evaluation)*. Subjek penelitian yaitu ahli isi mata pelajaran, ahli desain pembelajaran, ahli media pembelajaran, dan seluruh siswa kelas V SD. Metode pengumpulan data yaitu wawancara, kuesioner, dan metode tes. Analisis data yang digunakan adalah teknik analisis deskriptif kuantitatif dan kualitatif. Hasil dari penelitian ini yaitu: (1) Rancang bangun komik elektronik yakni analisis, desain, pengembangan, implementasi, dan evaluasi. (2) Komik elektronik dinyatakan berkualitas dengan hasil *review* ahli isi mata pelajaran mencapai skor 94%, *review* ahli desain mencapai skor 94%, *review* ahli media mencapai skor 92%, uji perorangan mencapai skor 97%, uji kelompok kecil mencapai skor 96,4%, dan uji lapangan mencapai skor 96,3% dengan keseluruhan berkategori sangat baik. Berdasarkan hasil penelitian, disimpulkan bahwa pengembangan media pembelajaran komik elektronik pada kompetensi pengetahuan IPA materi komponen ekosistem efektif digunakan pada siswa kelas V SD Negeri 1 Tista.

Kata Kunci: Pengembangan, Media Pembelajaran, Komik Elektronik

DEVELOPMENT ELECTRONIC COMIC LEARNING MEDIA ON SCIENCE KNOWLEDGE COMPETENCE ON ECOSYSTEM COMPONENTS FOR STUDENTS IN GRADE FIVE AT 1 TISTA ELEMENTARY SCHOOL

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ABSTRACT

This research is motivated by the lack of variety of learning media used by teachers in science learning so that students find it difficult to learn independently. This study aims to determine the design of electronic comic media, to determine the quality of electronic comic media development, and to determine the effectiveness of electronic comic media development. The research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The research subjects are subject content experts, learning design experts, original learning media, and all fifth grade elementary school students. Data collection methods are interviews, questionnaires, and test methods. The data analysis used is quantitative and qualitative descriptive analysis techniques. The results of this study are: (1) Electronic comic design, namely analysis, design, development, implementation, and evaluation. (2) Electronic comics are declared qualified with the results of subject content expert reviews reaching a score of 94%, design expert reviews reaching a score of 94%, media expert reviews reaching a score of 92%, individual testing reaching a score of 97%, small group testing achieving a score of 96.4 %, and the field test achieved a score of 96.3% with the overall category being very good. Based on the results of the study, it was concluded that the development of electronic comics learning media on the competence of science knowledge of ecosystem component materials was effectively used in fifth grade students of SD Negeri 1 Tista.

Keywords: Development, Learning Media, Electronic Comic