

**PENGEMBANGAN MEDIA PEMBELAJARAN *E-COMIC* INTERAKTIF BERBASIS  
PROBLEM BASED LEARNING MATERI SISTEM PENCERNAAN PADA  
MANUSIA MUATAN IPA PADA SISWA KELAS V SD NO. 6 BENOA**

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**ABSTRAK**

Tujuan dari penelitian ini adalah 1) untuk mendeskripsikan rancang bangun media pembelajaran E-Comic Interaktif berbasis Problem Based Learning pada siswa kelas V, 2) untuk mendeskripsikan kelayakan media pembelajaran E-Comic Interaktif berbasis Problem Based Learning pada siswa kelas V. Penelitian pengembangan ini menggunakan model ADDIE (Analyze, Design, Development, Implementation, Evaluation). Penelitian ini menggunakan metode wawancara, observasi, angket/kuesioner. Analisis data menggunakan metode deskriptif kuantitatif. Hasil penelitian menyatakan bahwa rancang bangun media pembelajaran E-Comic Interaktif berbasis Problem Based Learning tahap awal dilakukan dengan menganalisis kebutuhan karakteristik siswa dan terdapat hasil akhir dari setiap uji validitas tersebut adalah terhadap ahli isi muatan IPA diperoleh pencapaian hasil persentase 90% dengan kualifikasi sangat baik, sesuai pernyataan yang telah disebarkan. Ahli desain pembelajaran memperoleh hasil persentase 94% dengan kualifikasi sangat baik. Ahli media pembelajaran memperoleh hasil persentase 90% dengan kualifikasi sangat baik. Uji coba perorangan secara keseluruhan dicapai sebesar 94,69% dengan kualifikasi sangat baik. Uji coba kelompok kecil secara keseluruhan dicapai sebesar 95,95%. Berdasarkan hasil penilaian oleh para ahli dan juga hasil penilaian dari uji perorangan dan uji kelompok kecil, dapat disimpulkan bahwa produk pengembangan media pembelajaran E-Comic interaktif berbasis Problem Based Learning materi sistem pencernaan manusia muatan IPA ini “layak” untuk digunakan sebagai media pembelajaran.

**Kata kunci :** E-Comic, Problem Based Learning, sistem pencernaan manusia.

## **ABSTRACT**

*The aims of this study are 1) to describe the design of Problem Based Learning-based Interactive E-Comic learning media for fifth-grade students, 2) to describe the feasibility of Problem Based Learning-based Interactive E-Comic learning media for fifth-grade students. ADDIE (Analyze, Design, Development, Implementation, Evaluation). This research uses interview, observation, and questionnaire/questionnaire methods. Data analysis used the quantitative descriptive method. The results of the study stated that the design of Interactive E-Comic learning media based on Problem Based Learning in the early stages was carried out by analyzing the needs of students' characteristics and there was a final result of each validity test, namely for science content experts, the achievement of percentage results was 90% with very good qualifications, according to the published statement. Learning design experts get 94% percentage results with very good qualifications. Learning media experts get 90% percentage results with very good qualifications. Overall individual trials were achieved by 94.69% with very good qualifications. The overall small group trial was achieved at 95.95%. Based on the results of assessments by experts and also the results of assessments from individual tests and small group tests, it can be concluded that the product of developing interactive E-Comic learning media based on Problem Based Learning is the content of the human digestive system. This science is "fit" to be used as a learning medium.*

**Keywords:** *E-Comic, Problem Based Learning, human digestive system*

