PENGEMBANGAN MEDIA PEMBELAJARAN *E-COMIC* BERBASIS *PROBLEM BASED LEARNING* DALAM MUATAN PELAJARAN BAHASA INDONESIA MATERI TEKS IKLAN KELAS V SDN 9 PEDUNGAN

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun pengembangan media pembelajaran *E-Comic* berbasis *problem based learning* (2) mendeskripsikan kelayakan media pembelajaran *E-Comic* berbasis *problem based learning*. Penelitian ini menggunakan jenis model pengembangan ADDIE *(Analyze, Design, Development, Implementation, Evaluation).* Subjek uji coba penelitian ini adalah 1 orang ahli rancang bangun, 1 orang ahli isi pembelajaran, 1 orang ahli desain instruksional, 1 orang ahli media pembelajaran, 3 orang uji coba perorangan, dan 9 orang uji coba kelompok kecil. Metode pengumpulan data yang digunakan dalam penelitian ini adalah kuesioner atau angket dengan teknik analisis data deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa (1) rancang bangun media pembelajaran memperoleh skor persentase 100,00% (sangat baik), (2) hasil validitas pengembangan media pembelajaran *E-Comic* dari ahli isi memperoleh skor persentase 95,00% (sangat baik), ahli desain memperoleh skor persentase 95,00% (sangat baik), ahli media memperoleh skor persentase 97,90% (sangat baik), uji coba perorangan memperoleh skor persentase 96,66% (sangat baik), dan uji coba kelompok kecil memperoleh skor persentase 96,94% (sangat baik). Sehingga dapat disimpulkan bahwa media pembelajaran *E-Comic* berbasis *problem based learning* dalam muatan pelajaran bahasa Indonesia materi teks iklan layak untuk digunakan di kelas V SD.

Kata Kunci: Bahasa Indonesia, Media Pembelajaran *E-Comic*, *Problem Based Learning*

DEVELOPMENT OF PROBLEM BASED LEARNING E-COMIC LEARNING MEDIA IN INDONESIAN LEARNING CONTENT ADVERTISEMENT MATERIALS FOR CLASS V SDN 9 SUPPORT

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ABSTRACT

This study aims to (1) describe the design of the development of E-Comic based on problem based learning (2) describe the feasibility of E-Comic based on problem based learning. This study uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The subjects of this research trial were 1 design expert, 1 learning content expert, 1 instructional design expert, 1 learning media expert, 3 individual trials, and 9 small group trials. The data collection method used in this research is a questionnaire or questionnaire with quantitative descriptive data analysis techniques. The results showed that (1) the design of learning media obtained a percentage score of 100.00% (very good), (2) the results of the validity of the development of E-Comic from content experts obtained a percentage score of 95.00% (very good), experts the design got a percentage score of 95.00% (very good), media experts got a percentage score of 97.90% (very good), individual trials got a percentage score of 96.66% (very good), and small group trials got a percentage score 96.94% (very good). So it can be concluded that the E-Comic learning problem-based in the content of Indonesian language lessons, ad text material is suitable for use in fifth grade elementary school.

Keywords: *Indonesian lesson, Learning Media E-Comic, Problem Based Learning*