

**PENGEMBANGAN MEDIA PEMBELAJARAN
KOMIK DIGITAL BERBASIS MODEL *PBL*
MATERI SUMBER ENERGI PADA MUATAN IPA KELAS IV
DI SD NEGERI 1 TISTA KABUPATEN TABANAN**

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ABSTRAK

Penelitian dilatarbelakangi oleh kurangnya media pembelajaran yang digunakan guru saat proses pembelajaran khususnya pada muatan IPA sehingga siswa cepat merasa bosan. Penelitian ini bertujuan untuk (1) mengetahui rancang bangun media pembelajaran komik digital berbasis model *PBL* dan (2) mengetahui kelayakan media pembelajaran komik digital berbasis model *PBL*. Penelitian ini menggunakan model *ADDIE* (*Analyze, Design, Development, Implementation, Evaluation*). Uji rancang produk dilakukan oleh ahli isi mata pelajaran, ahli desain pembelajaran, ahli media pembelajaran, uji coba perorangan yang terdiri dari tiga orang siswa dan uji coba kelompok kecil yang terdiri dari sembilan orang siswa. Analisis data yang digunakan berupa data deskriptif kuantitatif dan kualitatif. Hasil penelitian tingkat kelayakan menurut ahli isi mata pelajaran sebesar 97,5%, ahli desain pembelajaran sebesar 90%, ahli media pembelajaran sebesar 90%, uji coba perorangan sebesar 95% dan uji coba kelompok kecil sebesar 95,5% dengan keseluruhan berkategori sangat baik. Hasil penelitian menunjukkan bahwa media pembelajaran komik digital berbasis model *PBL* layak digunakan dalam proses pembelajaran materi sumber energi pada muatan IPA kelas IV SD Negeri 1 Tista Kabupaten Tabanan.

Kata Kunci: media pembelajaran komik digital, *PBL*, sumber energi

ABSTRACT

The research was motivated by the lack of learning media used by teachers during the learning process, especially on science content so that students quickly felt bored. This study aims to (1) determine the design of digital comic learning media based on the PBL model and (2) determine the feasibility of digital comic learning media based on the PBL model. This study uses the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The product design test was carried out by subject matter experts, learning design experts, learning media experts, individual trials consisting of three students and small group trials consisting of nine students. Analysis of the data used in the form of quantitative and qualitative descriptive data. The results of the study of the feasibility level according to subject matter experts were 97.5%, learning design experts were 90%, learning media experts were 90%, individual trials were 95% and small group trials were 95.5% with the overall category being very good. . The results showed that the digital comics learning media based on the PBL model was feasible to use in the learning process of energy source material in the fourth grade science content of SD Negeri 1 Tista, Tabanan Regency.

Keywords: digital comic learning media, PBL, energy source



