

**PENGEMBANGAN MEDIA PEMBELAJARAN *E-COMIC* BERBASIS
PROBLEM BASED LEARNING PADA MUATAN IPS MATERI JENIS-
JENIS PEKERJAAN KELAS IV SD NO. 2 TIBUBENENG BADUNG**

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ABSTRAK

Penelitian pengembangan ini bertujuan untuk mengetahui rancang bangun dan kelayakan media pembelajaran *e-comic* berbasis *problem based learning* pada muatan IPS materi jenis-jenis pekerjaan kelas IV SD No. 2 Tibubeneng Badung. Penelitian ini menggunakan model pengembangan ADDIE yang terdiri dari tahap *Analyze, Design, Development, Implementation, Evaluation*. Metode pengumpulan data yang digunakan adalah metode wawancara, observasi, dan kuesioner/angket. Data yang telah diperoleh kemudian dianalisis secara deskriptif kuantitatif dan deskriptif kualitatif. Hasil penelitian pengembangan ini meliputi 1) Rancang bangun media pembelajaran *e-comic* berbasis *problem based learning* pada muatan IPS materi jenis-jenis pekerjaan dikemas dalam bentuk *web* yang dapat diakses menggunakan *smartphone* atau laptop dan didalamnya terdapat gambar-gambar kartun, dialog serta latihan soal. 2) Hasil uji kelayakan media pembelajaran *e-comic* yang diperoleh dari ahli isi pembelajaran menunjukkan tingkat persentase sebesar 92,30% dengan kualifikasi sangat baik, tingkat presentase kelayakan media pembelajaran *e-comic* dari ahli desain pembelajaran yaitu sebesar 95% dengan kualifikasi sangat baik, tingkat presentase kelayakan media pembelajaran *e-comic* dari ahli media pembelajaran yaitu sebesar 95% dengan kualifikasi sangat baik, dari uji coba perorangan yaitu sebesar 93,33% dengan kualifikasi sangat baik, dan uji coba kelompok kecil yaitu sebesar 94,33% dengan kualifikasi sangat baik. Berdasarkan hasil uji kelayakan, maka dapat disimpulkan bahwa media pembelajaran *e-comic* berbasis *problem based learning* pada muatan IPS materi jenis-jenis pekerjaan layak untuk diimplementasikan pada kegiatan pembelajaran siswa kelas IV SD No. 2 Tibubeneng.

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

ABSTRACT

This development research aims to determine the design and feasibility of e-comic learning media based on problem based learning on the content of social studies material on the types of work for class IV SD No. 2 Tibubeneng Badung. This study uses the ADDIE development model which consists of the Analyze, Design, Development, Implementation, Evaluation stages. Data collection methods used are interviews, observation, and questionnaires. The data that has been obtained is then analyzed descriptively quantitatively and descriptively qualitatively. The results of this development research include 1) Design of e-comic learning media based on problem based learning on social studies content, the types of work are packaged in web form that can be accessed using a smartphone or laptop and in it there are cartoon images, dialogues and practice questions. 2) The results of the feasibility test of e-comic learning media obtained from learning content experts show a percentage level of 92.30% with very good qualifications, the percentage level of feasibility of e-comic learning media from learning design experts is 95% with very good qualifications, the percentage level of feasibility of e-comic learning media from learning media experts is 95% with very good qualifications, from individual trials, which is 93.33% with very good qualifications, and small group trials, which is 94.33% with very good qualifications. good. Based on the results of the feasibility test, it can be concluded that the e-comic learning media based on problem based learning on the content of social studies material on the types of decent work to be implemented in the learning activities of fourth grade students of SD No. 2 Tibubeneng.

Keywords: Learning Media, E-Comic, Problem Based Learning, Social Sciences

