

**PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK DIGITAL
BERBASIS *PROBLEM BASED LEARNING* PADA MATA PELAJARAN
IPA MATERI DAUR HIDUP HEWAN KELAS IV SD**

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ABSTRAK

Maksud dari penelitian ini ialah mengembangkan media pembelajaran berupa komik digital berbasis *Problem Based Learning* pada mata pelajaran IPA materi daur hidup hewan kelas IV SD. Riset ini termasuk dalam penelitian pengembangan yang menggunakan model ADDIE. Subjek pada penelitian ini yaitu ahli materi, ahli media, praktisi serta 5 siswa. Objek penelitian yakni validitas media komik digital pada mata pelajaran IPA materi daur hidup hewan kelas IV SD yang telah dikembangkan. Metode yang digunakan dalam penelitian ini adalah kuesioner dalam bentuk lembar penilaian untuk 2 dosen selaku ahli media, 2 dosen selaku ahli materi, 2 guru selaku praktisi serta 5 siswa. Instrumen yang dipakai ialah lembar validitas. Data dianalisa mempergunakan formula *Mean* guna mendapatkan rerata skor validitas media. Hasil rerata validitas media komik digital berbasis *Problem Based Learning* dari ahli senilai 4,8 berpredikat sangat baik, dari ahli media senilai 4,8 berpredikat sangat baik, dari praktisi senilai 4,91 berpredikat sangat baik serta respons siswa senilai 4,93 berpredikat sangat baik. Disimpulkan bahwasanya media pembelajaran komik digital berbasis *Problem Based Learning* yang dikembangkan pada topik daur hidup hewan ialah valid serta layak dipergunakan pada pembelajaran siswa kelas IV SD.

Kata-kata kunci: Daur Hidup Hewan, Komik Digital, *Problem Based Learning*

**DEVELOPMENT OF PROBLEM BASED LEARNING PROBLEM-BASED
DIGITAL COMIC LEARNING MEDIA ON ANIMAL LIFE CYCLE
SUBJECTS IN CLASS IV ELEMENTARY SCHOOL**

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ABSTRACT

The purpose of this research is to develop learning media in the form of digital comics based on Problem Based Learning in science subjects, animal life cycle material for grade IV elementary school. This research is included in the development research using the ADDIE model. The subjects in this study were material expert, media experts, practitioners and 5 students. The object of research is the validity of digital comics media in science subjects, animal cycle material for grade IV elementary school which has been developed. The method used this research is a questionnaire in the form of an assessment sheet for 2 lecturers as media experts, 2 lecturers as material experts, 2 teachers as practitioners and 5 students. The instrument used is a validity sheet. The data were analyzed using the Mean formula to get the media validity score average. The average result of the validity of digital comics media based on Problem Based Learning from expert valued at 4.8 was very good, from media experts valued at 4.8 was very good, from practitioners valued at 4.91 it was predicated very well and student responses responses valued at 4.93 were predicated very well. It was concluded that the Problem Based Learning-based digital comic learning media that was developed on the topic of animal life cycle was valid and suitable for use in the learning of fourth grade elementary school students.

Key words: *Animal Life Cycle, Digital Comics, Problem Based Learning*