

**PENGEMBANGAN KOMIK VIDEO DIGITAL (*KOVID*) BERNUANSA
BALI UNTUK MENINGKATKAN MINAT BELAJAR SISWA PADA
TOPIK GAYA SISWA KELAS IV SEKOLAH DASAR**

Oleh

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ABSTRAK

Tujuan penelitian ini adalah Untuk menghasilkan produk media *kovid* benuansa Bali yang valid dan untuk teruji efektivitasnya dalam meningkatkan minat belajar siswa. Pengembangan yang digunakan dalam penelitian ini adalah model ADDIE yang memiliki beberapa tahap yaitu tahap analisis, tahap perancangan, tahap pengembangan, tahap implementasi, dan tahap evaluasi. Subjek pengembangan penelitian yaitu media *kovid* sedangkan objek pengembangan, validitas dan efektivitas. Subjek uji efektivitas penelitian yaitu siswa sedangkan objeknya minat belajar. Metode pengumpulan data yang digunakan yaitu metode observasi untuk uji efektivitas, *rating scale* untuk uji validitas media. Hasil analisis data yang diperoleh yaitu hasil validitas ahli media 0,6 dan respons praktisi (guru) yaitu 99,3% seluruhnya dikualifikasikan sangat baik. Sedangkan uji efektivitas Komik Video Digital Benuansa Bali mendapatkan rata-rata nilai setelah diberikan perlakuan sebesar 90,3 dan mendapatkan nilai signifikansi 2 arah (*2-tailed*) 0,000 lebih kecil dari 0,005 jadi, H_0 ditolak dan H_1 diterima, sehingga dapat disimpulkan bahwa terdapat perbedaan minat belajar siswa kelas IV SD setelah belajar menggunakan Komik Video Digital Benuansa Bali. Berdasarkan rata-rata validitas, respons pengguna (guru) dan efektivitas, Komik Video Digital sudah layak untuk digunakan.

Kata kunci: Komik Video Digital (*Kovid*), Benuansa Bali, Minat Belajar

THE DEVELOPMENT OF BALI DIGITAL VIDEO COMIC (KOVID) TO INCREASE STUDENTS' LEARNING INTEREST IN STUDENTS' STYLE TOPIC IN CLASS IV ELEMENTARY SCHOOL

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ABSTRAC

The purpose of this research is to produce a valid Balinese nuanced kovid media product and to test its effectiveness in increasing students' interest in learning. The development used in this research is the ADDIE model which has several stages, namely the analysis stage, the design stage, the development stage, the implementation stage, and the evaluation stage. The subject of research development is the covid media while the object of development, validity and effectiveness. The subject of the research effectiveness test is students while the object is interest in learning. The data collection method used is the observation method to test the effectiveness, the rating scale to test the validity of the media. The results of the analysis of the data obtained are the results of the validity of media experts 0.6 and the response of practitioners (teachers) which is 99.3%, all of which are qualified very well. While the effectiveness test of Digital Video Comics with Balinese Nuance got an average value after being given treatment of 90.3 and got a 2-way (2-tailed) significance value of 0.000 which was smaller than 0.005 so, H_0 was rejected and H_1 was accepted, so it can be concluded that there is a difference. interest in learning for fourth grade elementary school students after learning to use Balinese Digital Video Comics. Based on the average validity, user (teacher) responses and effectiveness, Digital Video Comics is feasible to use.

Keywords: Digital Video Comics (Kovid), Balinese nuance, Interest in Learning