

**PENGEMBANGAN MEDIA KOMIK DIGITAL BERBASIS
MODEL *PROBLEM BASED LEARNING* PADA MUATAN IPA
(EKOSISTEM) KELAS V SD NEGERI 2 AAN KABUPATEN
KLUNGKUNG**

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ABSTRAK

Penelitian ini bertujuan (1) untuk mendeskripsikan bangun media komik digital berbasis model *problem based learning* pada muatan IPA (ekosistem) kelas V SD Negeri 2 Aan, (2) untuk mengetahui kelayakan pengembangan media komik digital berbasis model *problem based learning* pada muatan IPA (ekosistem) kelas V SD Negeri 2 Aan, dan (3) mengetahui efektivitas media komik digital berbasis model *problem based learning* pada muatan IPA (ekosistem) kelas V SD Negeri 2 Aan. Penelitian ini adalah penelitian pengembangan menggunakan model ADDIE. Pengumpulan data penelitian ini menggunakan metode tes dan kuesioner/angket. Teknik analisis data yang digunakan adalah analisis deskriptif kuantitatif dan analisis statistik inferensial. Hasil penelitian pengembangan ini berupa (1) Rancang bangun media komik digital dengan tahapan yakni (a) analisis (*analyze*), (b) perancangan (*design*), (c) pengembangan (*development*), (d) implementasi (*implementation*), serta (e) evaluasi (*evaluation*) dengan hasil penilaian uji ahli rancang bangun sebesar 90,9% (sangat baik), (2) Media komik digital dinyatakan layak berdasarkan hasil penilaian uji ahli isi/materi pelajaran sebesar 93,3% (sangat baik), uji ahli desain pembelajaran sebesar 90,9%, uji ahli media pembelajaran sebesar 90% (sangat baik), uji coba perorangan sebesar 95,83% (sangat baik), dan uji coba kelompok kecil sebesar 91,1% (sangat baik), (3) Berdasarkan hasil uji-t diperoleh bahwa nilai $t_{hitung} = 3,69$, sedangkan t_{tabel} dengan taraf signifikansi 5% diperoleh hasil sebesar 2,021. Hal ini berarti $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Jadi dapat disimpulkan bahwa terdapat perbedaan yang signifikan sebelum dan sesudah penggunaan media komik digital berbasis model *problem based learning* pada muatan IPA (ekosistem) kelas V di SD Negeri 2 Aan Kabupaten Klungkung, tetapi peningkatan skor rerata antara hasil *pre-test* dan *post-test* belum melampaui atau masih di bawah Kriteria Ketuntasan Minimal (KKM).

Kata Kunci : pengembangan, *problem based learning*, komik digital

ABSTRACT

This study aims (1) to describe the structure of digital comic media based on the problem based learning model on the science content (ecosystem) of class V SD Negeri 2 Aan, (2) to determine the feasibility of developing digital comic media based on the problem based learning model on the science content (ecosystem) class V SD Negeri 2 Aan, and (3) find out the effectiveness of digital comic media based on problem based learning models on science content (ecosystem) class V SD Negeri 2 Aan. This research is a development research using the ADDIE model. Collecting research data using test methods and questionnaires / questionnaires. The data analysis technique used is quantitative descriptive analysis and inferential statistical analysis. The results of this development research are (1) Designing digital comic media with stages namely (a) analysis, (b) design, (c) development, (d) implementation, and (e) evaluation (evaluation) with the results of the design expert test assessment of 90.9% (very good), (2) Digital comic media was declared feasible based on the results of the content/subject matter expert test assessment of 93.3% (very good), learning design expert test by 90.9%, learning media expert test by 90% (very good), individual trial by 95.83% (very good), and small group trial by 91.1% (very good), (3) Based on the results of the t-test, it was found that the value of $t_{count} = 3.69$, while t_{table} with a significance level of 5% obtained a result of 2.021. This means $t_{count} > t_{table}$ so that H_0 is rejected and H_1 is accepted. So it can be concluded that there are significant differences before and after the use of digital comic media based on problem based learning models in class V science (ecosystem) content at SD Negeri 2 Aan Klungkung Regency, but the increase in the average score between the pre-test and post-test results has not exceeding or still below the Minimum Completeness Criteria (KKM).

Keywords: *development, problem based learning, digital comics*