

**PENGEMBANGAN KOMIK DIGITAL BERBASIS *PROBLEM BASED*  
*LEARNING* PADA MATERI PROKLAMASI KEMERDEKAAN  
INDONESIA BAGI SISWA KELAS VI SD NO. 4 BENOA  
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**ABSTRAK**

Penelitian ini dilatarbelakangi oleh kurangnya variasi media dan model pembelajaran yang tepat dalam proses pembelajaran IPS yang berdampak pada rendahnya minat dan hasil belajar siswa kelas VI SD No. 4 Bena tahun ajaran 2022/2023. Penelitian ini bertujuan untuk mengetahui rancang bangun, validitas serta efektivitas dari komik digital berbasis *problem based learning*. Penelitian ini menggunakan model ADDIE. Metode pengumpulan data yang digunakan meliputi metode wawancara, observasi, angket/kuisisioner, dan tes. Teknik analisis data yang digunakan adalah analisis deskriptif kuantitatif dan statistik inferensial. Berdasarkan hasil uji validitas ahli rancang bangun pengembangan diperoleh skor 90%, ahli isi/materi pembelajaran diperoleh skor 90%, ahli desain pembelajaran diperoleh skor 91%, ahli media pembelajaran diperoleh skor 92%, uji coba perorangan diperoleh skor 97,50%, uji coba kelompok kecil diperoleh skor 95,28% dan uji coba lapangan diperoleh skor 96,13%, yang secara keseluruhan berkualifikasi sangat baik sehingga komik digital berbasis *problem based learning* yang dikembangkan layak untuk digunakan. Berdasarkan hasil uji efektivitas diperoleh  $t_{hitung}=26,15$ . Jika dibandingkan dengan  $t_{tabel}$  pada taraf signifikan 5% dan  $db=38$  didapatkan angka 2,021, maka  $t_{hitung}$  lebih besar daripada  $t_{tabel}$  sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dengan demikian dapat disimpulkan bahwa komik digital berbasis *problem based learning* efektif diterapkan pada materi proklamasi kemerdekaan Indonesia bagi siswa kelas VI SD No. 4 Bena tahun ajaran 2022/2023.

**Kata kunci:** Pengembangan, Komik Digital, *Problem Based Learning*

## ABSTRACT

*This research is motivated by the lack of proper use of media and learning models in the social studies learning process, which results in low interest in social studies and low learning outcomes from sixth-grade elementary school students. This study aims to determine the design, validity, and effectiveness of problem-based-learning digital comics for students study material topic of the proclamation of Indonesian independence for sixth-grade elementary school students. This research uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. Data collection methods used include interviews, observation, questionnaires, and tests. The data analysis technique used is descriptive qualitative quantitative analysis as well as inferential statistics. From the results of the review by development design experts, a score of 90% was obtained, content/learning material experts gave a score of 90%, learning design experts gave a score of 91%, and learning media experts gave a score of 92%. Individual trials obtained a score of 97.50%, small group trials obtained a score of 95.28%, and field trials obtained a score of 96.13%, which overall qualified very well so that the problem-based-learning digital comics developed were feasible to use. The results of the effectiveness test obtained a t-count of 26.15 and a t-table at a significance level of 5% and db=38 of 2.021. The t-count is greater than the t-table, so  $H_0$  is rejected, and  $H_1$  is accepted. Thus it can be concluded that problem-based learning digital comics are effectively applied to material topic of the proclamation of Indonesian independence for class VI SD No. 4 Bena academic year 2022/2023.*

**Keyword:** *Development, Digital Comic, Problem Based Learning*

