

**PENGEMBANGAN MEDIA KOMIK DIGITAL MATEMATIKA  
BERBASIS KEARIFAN LOKAL JEJAITAN TOPIK  
MENGIDENTIFIKASI SUDUT UNTUK SISWA KELAS IV SEKOLAH  
DASAR**

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**ABSTRAK**

Kajian ini memiliki tujuan melakukan pengembangan media komik digital Matematika berbasis kearifan lokal *jejaitan*, mengetahui kevalidan, kepraktisan dan keefektifan media komik digital Matematika berbasis kearifan lokal *jejaitan* terhadap peningkatan hasil belajar siswa pada topik Mengidentifikasi Sudut di SD Negeri 5 Batungsel. Kajian ini termasuk penelitian pengembangan dengan pemodelan ADDIE yang tersusun atas 5 tahapan yakni (1) analisis atau *analyze*; (2) perancangan atau *design*; (3) pengembangan atau *development*; (4) implementasi atau *implementation*; (5) evaluasi atau *evaluation*. Hasil kajian ini yakni: (1) rerata hasil validitas menurut ahli materi pembelajaran senilai 4,69 berkualifikasi sangat baik, (2) rerata hasil validitas menurut ahli media pembelajaran senilai 4,67 berkualifikasi sangat baik, (3) presentase kepraktisan senilai 95,6% berkualifikasi sangat baik, (4) hasil uji-t satu sampel menunjukkan bahwa nilai sig.  $0,000 < 0,05$ . Dengan demikian bisa ditarik simpulan bahwasanya media komik digital Matematika berbasis kearifan lokal *jejaitan* valid, praktis, serta efektif dipakai dalam pembelajaran guna meningkatkan hasil belajar peserta didik kelas IV sekolah dasar.

Kata Kunci : *komik digital, Matematika, kearifan lokal, jejaitan.*

***THE DEVELOPMENT OF MATH DIGITAL COMIC MEDIA BASED ON  
JEJAITAN LOCAL WISDOM ON THE TOPIC OF IDENTIFYING ANGLES  
FOR GRADE IV ELEMENTARY SCHOOL STUDENTS***

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***ABSTRACT***

*This study aims to develop digital comic media for mathematics based on jejaitan local wisdom, to determine the validity, practicality and effectiveness of digital comic media for mathematics based on jejaitan local wisdom on improving student learning outcomes on the topic of Identifying Angles at SD Negeri 5 Batungsel. This study includes development research with ADDIE modeling which is composed of 5 stages namely (1) analysis or analyze; (2) design or design; (3) development or development; (4) implementation or implementation; (5) evaluation or evaluation. The results of this study are: (1) the average validity results according to learning material experts is 4.69 which is very well qualified, (2) the average validity results according to learning media experts is 4.67 which is very well qualified, (3) the percentage of practicality is 95.6% which is very well qualified, (4) the one-sample t-test results show that the sig value.  $0,000 < 0,05$ . Thus it can be concluded that the Math digital comic media based on jejaitan local wisdom is valid, practical, and effective for use in learning to improve the learning outcomes of grade IV elementary school students.*

***Keywords:*** Digital Comics, Mathematics, Local Wisdom, Jejaitan

UNDIKSHA