

**PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK DIGITAL BERBASIS  
PROBLEM BASED LEARNING DALAM PEMBELAJARAN MATEMATIKA  
MATERI PECAHAN KELAS IV DI SD NOMOR 3 DALUNG TAHUN AJARAN  
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**ABSTRAK**

Penelitian ini dilaksanakan untuk mengembangkan media pembelajaran yang disesuaikan dengan kebutuhan siswa melalui penerapan model pembelajaran berbasis *problem based learning*. Pelaksanaan penelitian ini bertujuan untuk mengetahui rancang bangun, kelayakan serta efektivitas penggunaan komik digital berbasis *problem based learning* dalam pembelajaran matematika materi pecahan kelas IV di SD Nomor 3 Dalung. Model yang digunakan dalam pengembangan media ini adalah model ADDIE (Analyze, Design, Development, Implementation, Evaluation). Subjek pada penelitian ini diantaranya ahli rancang bangun, ahli isi, ahli desain pembelajaran, ahli media pembelajaran, dan siswa kelas IV SD Nomor 3 Dalung. Hasilnya media komik digital matematika yang dikembangkan layak dan efektif diterapkan dalam proses pembelajaran dibuktikan dengan uji kelayakan dari hasil uji ahli rancang bangun 90%, ahli isi 90%, ahli desain pembelajaran 90%, ahli media pembelajaran 92%, uji perorangan 88%, uji kelompok kecil 91%.. Sementara itu hasil perhitungan uji efektifitas berdasarkan hasil uji-t diperoleh  $t_{hitung}$  kemudian dibandingkan dengan nilai  $t_{tabel}$  pada taraf signifikansi 5% dengan diketahui  $dk = 30$  adalah sebesar 1,967. Hasil menunjukkan bahwa  $t_{hitung} > t_{tabel}$  ( $4.640 > 1,967$ ), sehingga  $H_0$  ditolak dan  $H_a$  diterima. Hal ini berarti rata-rata nilai kompetensi pengetahuan matematika pada materi pecahan sesudah menggunakan media pembelajaran komik digital berbasis *problem based learning* lebih dari KKM. Dengan demikian dapat disimpulkan bahwa media komik digital berbasis *problem based learning* efektif diterapkan pada muatan pelajaran Matematika khususnya materi pecahan siswa kelas IV di SD Nomor 3 Dalung.

Kata Kunci: Komik Digital, *Problem Based Learning*, Matematika

## **ABSTRACT**

*This research was carried out to develop learning media that are tailored to the needs of students through the application of problem-based learning models. The implementation of this study aims to determine the design, feasibility and effectiveness of using digital comics based on problem-based learning in learning mathematics in class IV fraction material at SD Number 3 Dalung. The model used in the development of this media is the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). Subjects in this study included design experts, content experts, instructional design experts, instructional media experts, and fourth grade students of SD Number 3 Dalung. As a result, the developed mathematical digital comic media is feasible and effectively applied in the learning process as evidenced by the feasibility test from the results of the test by design experts 90%, content experts 90%, learning design experts 90%, learning media experts 92%, individual tests 88%, test small group 91%. Meanwhile, the results of the calculation of the effectiveness test based on the results of the t-test obtained  $t_{count}$  and then compared with the  $t_{table}$  value at a significance level of 5%, knowing that  $dk = 30$  is 1.967. The results show that  $t_{count} > t_{table}$  ( $4,640 > 1.967$ ), so that  $H_0$  is rejected and  $H_a$  is accepted. This means that the average value of mathematical knowledge competency in fractional material after using digital comic learning media based on problem based learning is more than the KKM. Thus it can be concluded that problem-based learning-based digital comic media is effectively applied to the content of Mathematics lessons, especially fraction material for class IV students at SD Number 3 Dalung.*

*Keywords: Digital Comics, Problem Based Learning, Mathematics*