

**PENGEMBANGAN MEDIA EDUKASI KOMIK DIGITAL
BERBASIS PENDEKATAN KONTEKSTUAL MUATAN
IPA PADA TOPIK SIKLUS AIR
KELAS V SD**

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ABSTRAK

Penelitian pengembangan ini bertujuan untuk mengembangkan produk Media Edukasi Komik Digital berbasis Pendekatan Kontekstual karena kurangnya media pembelajaran yang dimiliki oleh guru sehingga berdampak pada rendahnya hasil belajar IPA. Penelitian ini yaitu penelitian pengembangan dengan menggunakan model 4D yang memiliki empat tahapan, yaitu tahap *Define* (Pendefinisian), *Design* (Perancangan), *Develop* (Pengembangan), *Disseminate* (Penyebaran). Subjek penelitian ini yaitu produk berupa Media Edukasi Komik Digital Berbasis Pendekatan Kontekstual objek penelitian ini yaitu rancang bangun, validitas, dan kepraktisan, subjek uji coba kelompok kecil pada penelitian ini memerlukan 6 orang siswa kelas V. Metode pengumpulan data pada penelitian ini menggunakan metode kuesioner dan instrument *rating scale* berupa lembar penilaian yang melibatkan 2 orang ahli materi, 2 orang ahli media, 1 orang ahli praktisi untuk mengetahui respon siswa terhadap media edukasi komik digital berbasis pendekatan kontekstual, dilaksanakan uji coba produk kecil dengan 6 orang siswa kelas V. Data yang dianalisis secara deskriptif, kuantitatif dengan menghitung menggunakan presentase skor. Berdasarkan hasil analisis data, presentase skor validitas media edukasi komik digital berbasis pendekatan Kontekstual dari ahli materi 95%, ahli media sebesar 93,5 %, respon guru/praktisi 94% validitas media edukasi komik digital berbasis pendekatan kontekstual dinyatakan valid berada pada rentangan 90-100% memperoleh kualifikasi sangat baik, presentase skor dari respon siswa 96% berdasarkan hasil diatas media edukasi komik digital berbasis pendekatan muatan IPA pada topik siklus air kelas V SD dinyatakan valid dan bisa digunakan dalam proses pembelajaran.

Kata-kata kunci : Edukasi komik digital, pendekatan kontekstual, siklus air, media pembelajaran

ABSTRACT

This development research aims to develop Digital Comic Educational Media products based on the Contextual Approach due to the lack of learning media owned by teachers so that it has an impact on low science learning outcomes. This research is development research using the 4D model which has four stages, namely the Define, Design, Develop, Disseminate stages. The subject of this research is a product in the form of Digital Comic Education Media Based on a Contextual Approach. The object of this research is design, validity, and practicality. The subject of the small group trial in this study required 6 class V students. The data collection method in this study used the questionnaire method and the rating scale instrument in the form of an assessment sheet involving 2 material experts, 2 media experts, 1 practitioner expert to determine student responses to digital comic educational media based on a contextual approach, a small product trial was carried out with 6 grade V students. The data were analyzed descriptively, quantitatively by calculating using a percentage score. Based on the results of data analysis, the percentage score of the validity of digital comic educational media based on the Contextual approach from material experts was 95%, media experts were 93.5%, the response of teachers/practitioners was 94%, the validity of digital comic educational media based on a contextual approach was declared valid in the 90- 100% obtained very good qualifications, the percentage score from student responses was 96% based on the results above, digital comic educational media based on the science content approach on the topic of the water cycle for class V SD was declared valid and could be used in the learning process.

Key words: *Digital comic education, contextual approach, water cycle, learning media*

