

# **PENGEMBANGAN MEDIA PEMBELAJARAN E-KOMIK UNTUK MENINGKATKAN MINAT BELAJAR DAN HASIL BELAJAR IPAS SISWA KELAS V SEKOLAH DASAR**

**Oleh**

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## **ABSTRAK**

Rendahnya minat belajar siswa berdampak pada hasil belajar yang rendah pula diakibatkan oleh kurangnya penggunaan media pembelajaran elektronik. Kajian ini memiliki tujuan mengetahui rancang bangun, keberterimaan dan efektivitas dari media pembelajaran e-komik untuk meningkatkan minat belajar dan hasil belajar Ilmu Pengetahuan Alam dan Sosial pada siswa kelas V Sekolah Dasar. Kajian ini mengembangkan media pembelajaran e-komik dengan topik materi Indonesiaku Kaya Hayatinya mempergunakan pemodelan pengembangan ADDIE. Populasi pada kajian ini sebanyak delapan sekolah. Pemilihan sampel dengan teknik *random sampling* sehingga diperoleh satu kelompok kontrol dan satu kelompok eksperimen. Subjek kajian ini ialah siswa dari sekolah sampel. Data penelitian dalam bentuk hasil belajar IPAS diperoleh melalui tes dalam bentuk tugas dan keberterimaan media e-komik serta minat belajar siswa diperoleh melalui kuesioner. Hasil uji keberterimaan pengembangan media e-komik dinyatakan layak berdasarkan review oleh pakar ahli materi pembelajaran, ahli media pembelajaran, dan dua ahli praktisi pembelajaran. Uji respons siswa diperoleh rata-rata produk sebesar 4,8 dengan kualifikasi kepraktisan sangat baik. Hasil uji efektivitas pengembangan media e-komik untuk meningkatkan minat belajar dan hasil belajar terdapat perbedaan yang signifikan antara kelompok siswa yang mempergunakan media e-komik dengan kelompok siswa yang tidak mempergunakan media e-komik.

**Kata kunci:** *Mata Pelajaran Ilmu Pengetahuan Alam dan Sosial (IPAS), Model Pengembangan ADDIE, Minat Belajar, Hasil Belajar*

# DEVELOPMENT OF E-COMICS LEARNING MEDIA TO INCREASE LEARNING INTEREST AND SCIENCE LEARNING OUTCOMES OF GRADE V ELEMENTARY SCHOOL STUDENTS

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## ABSTRAK

*Students' low interest in learning has an impact on low learning outcomes which is also caused by the lack of use of electronic learning media. This study aims to determine the design, acceptability and effectiveness of e-comic learning media to increase learning interest and learning outcomes in Natural and Social Sciences in fifth grade elementary school students. This study develops e-comic learning media with the material topic Indonesiaku Kaya Hayatinya using ADDIE development modeling. The population in this study was eight schools. The sample was selected using random sampling technique to obtain one control group and one experimental group. The subjects of this study were students from sample schools. Research data in the form of science and science learning outcomes were obtained through tests in the form of assignments and acceptance of e-comic media as well as students' interest in learning were obtained through questionnaires. The results of the acceptance test for the development of e-comic media were declared feasible based on a review by learning material experts, learning media experts, and two learning practitioner experts. The student response test obtained an average product of 4.8 with very good practicality qualifications. The results of the effectiveness test of developing e-comic media to increase interest in learning and learning outcomes showed significant differences between the group of students who used e-comic media and the group of students who did not use e-comic media.*

**Keywords:** *Natural and Social Sciences Subjects (IPAS), ADDIE Development Model, Learning Interest, Learning Outcomes*