

ABSTRAK

Juni Anggarawati, Ni Nyoman (2023). *Pengembangan Media Komik Petualangan IPAS (KOMPAS) Untuk Meningkatkan Hasil Belajar Pada Materi Gaya Kelas IV Sekolah Dasar.*

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Kata-Kata Kunci: komik, hasil belajar, pendidikan dasar

Penelitian ini bertujuan untuk menghasilkan rancang bangun media Komik Digital Petualangan IPAS (KOMPAS) yang valid, praktis, dan efektif terhadap hasil belajar IPAS materi gaya kelas IV Sekolah Dasar. Jenis penelitian ini adalah pengembangan menggunakan model ADDIE. Metode pengumpulan data berupa observasi, wawancara, kuesioner, dan tes. Metode analisis data dilakukan secara kualitatif dan kuantitatif. Instrumen uji ahli media dan materi menggunakan *Learning Object Review Instrument*. Instrumen uji kepraktisan menggunakan *User Experience Questionnaire*. Analisis data uji efektivitas menggunakan tes pilihan ganda kepada 20 orang siswa dengan melihat N-Gain dan *paired samples t-test* (*pretest* dan *post-test*). Rancang bangun media KOMPAS yaitu komik digital petualangan berjenis media audio-visual diakses secara online. Rata-rata hasil uji validitas ahli materi dan ahli media dengan kategori sangat layak yaitu masing-masing sebesar 4,60 dan 4,56. Hasil uji kepraktisan guru dan siswa sangat praktis rata-rata 4,56 dan 4,60. Hasil uji efektivitas N-gain rata rata sebesar 0,75 (kriteria tinggi). Rata-rata *pretest* sebesar 47,00 dan *post-test* sebesar 87,00 dengan hasil uji t signifikan ($p < 0,05$). Berdasarkan hasil tersebut penggunaan media Komik Petualangan IPAS layak digunakan pada materi gaya di kelas IV Sekolah Dasar.

ABSTRACT

Juni Anggarawati, Ni Nyoman (2023). *The Development of Adventure Comic Media (KOMPAS) to Increase Learning Outcomes of Subject Force in Elementary School Grade IV*

Thesis, Basic Education, Postgraduate Program, Ganesha University of Education.

This thesis has been approved and examined by Supervisor I: Prof. Ketut Suma, M.S and Supervisor II: Prof. Dr. I Wayan Suastra, M.Pd

This research aimed to produce a media design for Natural and Social Science Digital Comic Adventure (KOMPAS) that was valid, practical, and effective for the learning outcomes of Natural and Social Science subject force for 4th grade elementary schools. This research was a development research using the ADDIE model. Data collection methods included observation, interviews, questionnaires and tests. Data analysis methods were carried out qualitatively and quantitatively. Expert validity test instruments for media and material used the Learning Object Review Instrument. The practicality test instrument used the User Experience Questionnaire. The effectiveness test used multiple choice questions on 20 students by looking at N-Gain and paired samples t-test (pretest and post-test). The KOMPAS media design was a digital adventure comic type of audio-visual media accessed online. The average expert validity test results for material and media were 4.60 and 4.56 respectively (both were in very appropriate category). The practicality test results for teachers and students were excellent with an average of 4.56 and 4.60 respectively. The average N-gain results was 0.75 (high). The average pretest score was 47.00 and the average post-test score was 87.00 with significant t test results ($p < 0.05$). Based on these results, the use of Natural and Social Science Adventure Comic media is suitable for use in subject force in 4th grade elementary schools.

Keyword: *comic, learning outcomes, elementary education*