

**PENGEMBANGAN MEDIA KOMIK DIGITAL
BERBASIS MASALAH MATA PELAJARAN IPAS
MATERI INDONESIA KAYA HAYATINYA
SISWA KELAS V SD NEGERI 3 UBUNG DENPASAR**

Oleh

I Nyoman Aditya Mardiana, NIM 2011031182

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media komik digital berbasis masalah mata pelajaran IPAS, (2) mengetahui kelayakan media komik digital berbasis masalah mata pelajaran IPAS, dan (3) mengetahui efektivitas media komik digital berbasis masalah mata pelajaran IPAS. Penelitian pengembangan komik digital ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode kuesioner dan tes. Data tersebut dianalisis menggunakan teknik analisis deskriptif kuantitatif dan analisis statistik inferensial uji-t. Hasil penelitian pengembangan ini menyimpulkan bahwa komik digital berbasis masalah yang dikembangkan layak dan efektif untuk digunakan dalam proses pembelajaran dibuktikan dari: (1) hasil uji ahli rancang bangun diperoleh skor 90,90% (sangat baik) (2) kelayakan media komik digital berbasis masalah berdasarkan hasil uji ahli materi pembelajaran diperoleh skor 100% (sangat baik), ahli desain pembelajaran dan ahli media pembelajaran diperoleh skor 97,50% (sangat baik), uji perorangan diperoleh skor 93,33% (sangat baik), uji kelompok kecil diperoleh skor 89,72% (baik), serta (3) hasil uji efektivitas dengan uji-t memperoleh $t_{hitung} = 20,614 > t_{tabel} = 1,708$ pada taraf signifikansi 5% untuk $dk = 25$ sehingga H_0 ditolak dan H_1 diterima, yang artinya terdapat perbedaan yang signifikan sebelum dan sesudah menggunakan media komik digital berbasis masalah. Dengan demikian dapat disimpulkan bahwa produk media komik digital berbasis masalah layak dan efektif untuk diterapkan pada mata pelajaran IPAS (Ilmu Pengetahuan Alam dan Sosial), khususnya pada materi Indonesiaku kaya hayatinya kelas V SD.

Kata Kunci: ADDIE, Komik Digital, IPAS, Keanekaragaman Hayati

ABSTRACT

This study aims to (1) describe the design of problem-based digital comic media in IPAS subjects, (2) determine the feasibility of problem-based digital comic media in IPAS subjects, and (3) determine the effectiveness of problem-based digital comic media in IPAS subjects. This digital comic development research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collection methods used were questionnaire and test methods. The data were analyzed using quantitative descriptive analysis techniques and t-test inferential statistical analysis. The results of this development research conclude that the problem-based digital comics developed are feasible and effective for use in the learning process as evidenced by: (1) the results of the design expert test obtained a score of 90.90% (very good) (2) the feasibility of problem-based digital comic media based on the test results of learning material experts obtained a score of 100% (very good), learning design experts and learning media experts obtained a score of 97.50% (very good), individual test obtained a score of 93.33% (very good), The small group test obtained a score of 89.72% (good), and (3) the results of the effectiveness test with the t-test obtained $t\text{-count} = 20.614 > t\text{-table} = 1.708$ at a significance level of 5% for $dk = 25$ so that H_0 is rejected and H_1 is accepted, which means that there is a significant difference before and after using problem-based digital comic media. Thus it can be concluded that problem-based digital comic media products are feasible and effective to be applied to IPAS (Natural and Social Sciences) subjects, especially in the material of Indonesiaku rich in biodiversity in grade V SD.

Keywords: ADDIE, Digital Comics, IPAS, Biodiversity

