

**PENGEMBANGAN KOMIK DIGITAL MATEMATIKA BERMUATAN
MULTIMEDIA BERBASIS KONTEKSTUAL
PADA MATERI PECAHAN KELAS IV
SD NO 3 ABIANBASE**

Oleh

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ABSTRAK

Pelaksanaan penelitian ini bertujuan (1) untuk mendeskripsikan rancang bangun komik digital Matematika bermuatan multimedia berbasis kontekstual; (2) untuk mengetahui kelayakan komik digital Matematika bermuatan multimedia berbasis kontekstual; (3) untuk mengetahui efektivitas komik digital Matematika bermuatan multimedia berbasis kontekstual. Penelitian ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan dalam penelitian ini adalah metode nontes berupa angket dan wawancara serta metode tes berupa tes hasil belajar. Hasil penelitian pengembangan ini berupa (1) Rancang bangun komik digital meliputi sejumlah tahapan yaitu (a) analisis (*analyze*), (b) perancangan (*design*), (c) pengembangan (*development*), (d) implementasi (*implementation*), dan (e) evaluasi (*evaluation*). (2) Komik digital ini dinyatakan layak berdasarkan hasil penilaian uji ahli materi sebesar 90,38%, uji ahli desain instruksional sebesar 92,85%, uji ahli desain media pembelajaran sebesar 90,78%, uji coba perorangan sebesar 93,18%, uji coba kelompok kecil sebesar 93,44%, dan uji coba kelompok besar sebesar 92,04% yang keseluruhan persentase skornya dikualifikasikan sangat baik. (3) Berdasarkan uji t diperoleh nilai t_{hitung} sebesar 7,574 sedangkan t_{tabel} pada taraf signifikansi (α) 5% dan $dk = (n_1 - 1) = (31 - 1) = 30$ diperoleh t_{tabel} sebesar 2,042. Hasil menunjukkan bahwa $t_{hitung} > t_{tabel}$ ($7,574 > 2,042$) sehingga H_0 ditolak dan H_a diterima. Maka dapat disimpulkan bahwa terdapat perbedaan yang signifikan hasil belajar siswa sesudah menggunakan komik digital. Hal ini berarti komik digital Matematika bermuatan multimedia berbasis kontekstual pada materi pecahan efektif diterapkan pada siswa kelas IV SD No 3 Abianbase.

Kata Kunci: pengembangan, komik digital, multimedia, kontekstual, Matematika

ABSTRACT

The aims of this research were (1) to describe the design of contextually based, multimedia-based digital Mathematics comics; (2) to determine the feasibility of contextually based, multimedia-based digital Mathematics comics; (3) to determine the effectiveness of contextual-based, multimedia-based digital Mathematics comics. This research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collection methods used in this research are non-test methods in the form of questionnaires and interviews and test methods in the form of learning outcomes tests. The results of this development research are in the form of (1) The design of digital comics includes a number of stages, namely (a) analysis (analyze), (b) planning (design), (c) development (development), (d) implementation (implementation), and (e) evaluation (evaluation). (2) This digital comic was declared feasible based on the results of the material expert test assessment of 90.38%, instructional design expert test of 92.85%, learning media design expert test of 90.78%, individual trial of 93.18%, small group trials amounted to 93.44%, and large group trials amounted to 92.04%, the overall percentage of scores of which qualified as very good. (3) Based on the t test, the value obtained is 7.574, while at the significance level (α) 5% and $dk = (n_1 + n_2 - 1) = (31 + 31 - 1) = 61$ it is obtained at 2.042. The results show that $(7.574 > 2.042)$ so it is rejected and accepted. So it can be concluded that there is a significant difference in student learning outcomes after using digital comics. This means that digital Mathematics comics containing contextually based multimedia on fraction material are effectively applied to fourth grade students at SD No. 3 Abianbas

Keywords: development, digital comics, multimedia, contextual, Mathematics

