

**PENGEMBANGAN MEDIA PEMBELAJARAN *E-COMIC***  
**UNTUK MATA PELAJARAN IPAS KELAS V**  
**DI SDN 1 DAWAN KLOD**

Oleh

Ni Kadek Diah Novayanti, NIM 2011031129

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

**ABSTRAK**

Tujuan penelitian ini mengetahui rancang bangun pengembangan media pembelajaran *e-comic*, validitas dan kepraktisan media pembelajaran *e-comic* di mata pelajaran IPAS dengan topik materi “Melihat Karena Cahaya” kelas V di SDN 1 Dawan Klod. Penelitian ini ialah tipe penelitian *Research and Development* (R&D) memakai model pengembangan 4D (*Four- D*). Subjek dari penelitian ini adalah pihak yang melakukan uji validitas (ahli media dan ahli materi) serta uji kepraktisan (guru dan siswa). Adapun ahli media serta ahli materi yang digunakan sebagai subjek uji coba ialah dosen di Universitas Pendidikan Ganesha. Metode pengumpulan data memakai wawancara serta kuesioner dan teknik analisis data deskriptif kualitatif dan analisis deskriptif kuantitatif. Hasil rancang bangun menghasilkan media pembelajaran *e-comic* yang ditampilkan melalui *website flipbook*. Media pembelajaran *e-comic* di materi melihat karena cahaya yang dihasilkan telah teruji valid sama 2 ahli media atas persentase kevalidan 86,84%, serta 2 ahli materi atas persentase kevalidan 95% serta teruji sangat praktis sama guru wali kelas V dengan persentase kepraktisan 96%, uji perorangan dengan 3 orang siswa memperoleh persentase kepraktisan 76% (praktis) dan uji kelompok kecil dengan 6 orang siswa memperoleh persentase kepraktisan 76% (praktis). Dari hasil tersebut bisa diambil kesimpulan kalau media pembelajaran *e-comic* pada mata pelajaran IPAS di materi “Melihat Karena Cahaya” di kelas V sangat valid serta praktis dipakai selaku media pembelajaran pada kelas dan menambah ketersediaan media pembelajaran di sekolah.

**Kata kunci:** Media Pembelajaran, Media *E-comic*, Melihat Karena Cahaya, IPAS

## **ABSTRACT**

*The aim of this research is to determine the design and development of e-comic learning media and the validity and practicality of e-comic learning media in science and science subjects with the material topic "Seeing through Light" in class V at SDN 1 Dawan Klod. This research is a research and development (R&D) type of research using the 4D (four-dimensional) development model. The subjects of this research are those who carry out validity tests (media experts and material experts) and practicality tests (teachers and students). The media experts and material experts used as test subjects are lecturers at the Ganesha University of Education. The data collection method uses interviews and questionnaires, qualitative descriptive data analysis techniques, and quantitative descriptive analysis. The design results produce e-comic learning media, which are displayed via the Flipbook website. E-comic learning media in viewing material because the light produced has been tested as valid by 2 media experts with a validity percentage of 86.84% and 2 material experts with a validity percentage of 95% and tested very practical by the class V homeroom teacher with a practicality percentage of 96%; an individual test with 3 students obtained a practicality percentage of 76% (practical); and a small group test with 6 students obtained a practicality percentage of 76% (practical). From these results, it can be concluded that the e-comic learning media in the science and science subjects in the material "Seeing through Light" in class V are very valid and practical to use as learning media in the classroom and increase the availability of learning media in schools.*

*Keywords: learning media, e-comic media, seeing through light, IPAS*

