

**PENGEMBANGAN MEDIA KOMIK DIGITAL BERBASIS *KONTEKSTUAL*  
MUATAN PPKn MATERI PENGAMALAN SILA PANCASILA PADA  
SISWA KELAS III SD NEGERI 2 SAMSAM**

Oleh

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**ABSTRAK**

Penelitian ini bertujuan (1) mengetahui rancang bangun Media Komik Digital Berbasis Kontekstual Muatan PPKn Materi Pengamalan Sila Pancasila Pada Kelas III SD Negeri 2 Samsam, (2) mengetahui kelayakan media komik digital berbasis kontekstual materi pengamalan sila Pancasila ditinjau dari uji ahli materi, ahli desain pembelajaran, ahli media pembelajaran, uji coba perorangan, dan uji coba kelompok kecil kelas III di SD Negeri 2 Samsam, (3) mengetahui efektivitas media komik digital berbasis kontekstual muatan PPKn materi pengamalan sila pancasila pada kelas III SD negeri 2 samsam. (1) Rancang bangun dalam penelitian pengembangan ini merupakan media elektronik komik digital berbasis kontekstual. (2) Dalam pengembangan media komik digital berbasis kontekstual ini hasil kelayakan media berdasarkan penilaian uji materi sebesar 95% dengan kualifikasi (Sangat Baik), uji desain pembelajaran sebesar 93,7% dengan kualifikasi (Sangat Baik), uji media pembelajaran sebesar 97,2% dengan kualifikasi (Sangat Baik), uji coba perorangan uji coba sebesar 92,33% dengan kualifikasi (Sangat Baik), dan uji coba kelompok kecil memperoleh hasil 93,47% dengan kualifikasi (Sangat Baik) dapat disimpulkan media ini layak digunakan. (3) Hasil uji efektivitas setelah dilakukan perhitungan secara manual dengan menggunakan uji-t diperoleh  $t_{hitung}$  sebesar 14,602. Harga  $t_{hitung}$  tersebut kemudian dibandingkan dengan harga  $t_{tabel}$  dengan taraf signifikan 5% dengan diketahui  $dk = n_1 - 1 = 18$  diperoleh  $t_{tabel}$  sebesar 2,100. Hal ini berarti  $t_{hitung} > t_{tabel}$ , sehingga sehingga  $H_0$  ditolak dan  $H_1$  diterima yang berbunyi terdapat perbedaan yang signifikan pada hasil belajar siswa sebelum dan sesudah menggunakan komik digital berbasis kontekstual muatan PPKn materi pengamalan sila pancasila. Dapat disimpulkan bahwa Media Komik Digital Berbasis Kontekstual Muatan PPKn Materi Pengamalan Sila Pancasila efektif diterapkan pada materi pengamalan sila Pancasila muatan PPKn pada siswa kelas III di SD Negeri 2 Samsam.

**Kata Kunci :** Media Komik Digital, Kontekstual, PPKn, Pengamalan Sila Pancasila.

## ABSTRACT

*This research aims to (1) determine the design and development of contextually based digital comic media for the content of PPKn material for the practice of Pancasila principles in class III at SD Negeri 2 Samsam, (2) determine the feasibility of contextually based digital comic media for material for the practice of Pancasila principles in terms of testing by material experts and design experts. learning, learning media experts, individual trials, and small group trials for class III at SD Negeri 2 Samsam, (3) to find out the effectiveness of contextually based digital comic media in PPKn content material on the practice of Pancasila principles in class III at SD Negeri 2 Samsam. (1) The design in this development research is contextual-based digital comic electronic media. (2) In the development of contextual-based digital comic media, the results of media suitability based on the material test assessment were 95% with qualifications (Very Good), the learning design test was 93.7% with qualifications (Very Good), the learning media test was 97.2 % with qualifications (Very Good), individual trials were 92.33% with qualifications (Very Good), and small group trials obtained results of 93.47% with qualifications (Very Good). It can be concluded that this media is suitable for use. (3) The results of the effectiveness test after manual calculations using the t-test obtained  $t_{(count)}$  of 14.602. The  $t_{(calculated)}$  price is then compared with the  $t_{(table)}$  price with a significance level of 5%, knowing that  $dk = n1 - 1 = 18$ , it is obtained that  $t_{(table)}$  is 2,100. This means that  $t_{(calculate)} > t_{(table)}$ , so that  $H_0$  is rejected and  $H_1$  is accepted, which means there is a significant difference in student learning outcomes before and after using contextually based digital comics with PPKn content material on the practice of Pancasila principles. It can be concluded that Contextually Based Digital Comic Media PPKn Content Material for the Practice of Pancasila Principles is effectively applied to material for the practice of Pancasila Principles PPKn content for class III students at SD Negeri 2 Samsam.*

**Keywords:** Digital Comic Media, Contextual, PPKn, Practice of Pancasila Principles.