PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK DIGITAL BERBASIS MASALAH PADA MATA PELAJARAN IPAS MATERI SISTEM PERNAPASAN MANUSIA SISWA KELAS V DI SD NEGERI 21 DAUH PURI DENPASAR

Oleh
Komang Echa Yunita Pramesti, NIM 2111031266
Jurusan Pendidikan Dasar

ABSTRAK

Tujuan penelitin ini adalah untuk (1) mendeskripsikan rancang bangun media komik digital berbasis masalah mata pelajaran IPAS, (2) mengetahui kualitas media komik digital berbasis masalah mata pelajaran IPAS, dan (3) mengetahui efektivitas media komik digital berbasis masalah mata pelajaran IPAS. Subjek uji coba penelitian ini yakni ahli isi/materi, ahli desain, dan ahli media pembelajaran serta 25 orang siswa kelas V SD Negeri 21 Dauh Puri Denpasar. Penelitian pengembangan komik digital ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode kuesioner dan tes. Teknik analisis data 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 92,50% (sangat baik) (2) kualitas media komik digital berbasis masalah berdasarkan hasil uji ahli materi pembelajaran diperoleh skor 91,18% (sangat baik), ahli desain pembelajaran dan ahli media pembelajaran diperoleh skor 92,50% (sangat baik), uji perorangan diperoleh skor 94,16% (sangat baik), uji kelompok kecil diperoleh skor 92,50% (sangat baik), serta (3) hasil uji efektivitas dengan uji-t memperoleh $t_{hitung} = 22,826 > t_{tabel} = 1,711$ pada taraf signifikansi 5% untuk dk = 24 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 efektif diterapkan pada mata pelajaran IPAS materi sistem pernapasan manusia kelas V di SD Negeri 21 Dauh Puri Denpasar.

Kata-kata kunci: ADDIE, komik digital, masalah, IPAS, sistem pernapasan manusia

DEVELOPMENT OF DIGITAL COMICS LEARNING MEDIA BASED ON PROBLEMS IN SCIENCE SUBJECTS ON THE HUMAN RESPIRATORY SYSTEM FOR GRADE V STUDENTS AT STATE ELEMENTARY SCHOOL 21 DAUH PURI DENPASAR

By

Komang Echa Yunita Pramesti, NIM 2111031266

Elementary Education Department

ABSTRACT

The purpose of this study is to (1) describe the design of digital comic media based on problems in science subjects, (2) determine the quality of digital comic media based on problems in science subjects, and (3) determine the effectiveness of digital comic media based on problems in science subjects. The subjects of this study were content/material experts, design experts, and learning media experts as well as 25 grade V students of State Elementary School 21 Dauh Puri Denpasar. This digital comic development research uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. The data collection method used was the questionnaire and test method. The data analysis technique used quantitative descriptive analysis technique and inferential statistical analysis of the t-test. The results of this development research concluded that the problem-based digital comics developed were feasible and effective for use in the learning process as evidenced by: (1) the results of the design expert test obtained a score of 92.50% (very good) (2) the quality of the problem-based digital comic media based on the results of the learning material expert test obtained a score of 91.18% (very good), the learning design expert and learning media expert obtained a score of 92.50% (very good), the individual test obtained a score of 94.16% (very good), the small group test obtained a score of 92.50% (very good), and (3) the results of the effectiveness test with the t-test obtained t-count = 22.826> t-table = 1.711 at a significance level of 5% for dk = 24 so that H0 was rejected and H1 was 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 effectively applied to the subject of science on the human respiratory system for grade V at SD Negeri 21 Dauh Puri Denpasar.

Keywords: ADDIE, digital comics, problems, science, human respiratory system