

PENGEMBANGAN KOMIK BERNUANSA KEARIFAN LOKAL “UPACARA AYUNAN JANTRA” BERBANTUAN *AUGMENTED REALITY* UNTUK MENINGKATKAN LITERASI SAINS SISWA KELAS IV SEKOLAH DASAR

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ABSTRAK

Kurangnya pemanfaatan media pembelajaran dalam muatan IPAS tidak hanya berdampak pada rendahnya motivasi belajar tetapi juga pada rendahnya kemampuan literasi sains siswa tingkat sekolah dasar. Penelitian pengembangan ini memiliki empat tujuan, yaitu: (1) menghasilkan rancang bangun media komik bernuansa kearifan lokal “Upacara Ayunan Jantra” berbantuan Augmented Reality kelas IV SD, (2) mengetahui validitas media komik bernuansa kearifan lokal “Upacara Ayunan Jantra” berbantuan Augmented Reality kelas IV SD, (3) mengetahui kepraktisan media komik bernuansa kearifan lokal “Upacara Ayunan Jantra” berbantuan Augmented Reality kelas IV SD, (4) mengetahui efektivitas media komik bernuansa kearifan lokal “Upacara Ayunan Jantra” berbantuan Augmented Reality untuk meningkatkan literasi sains siswa kelas IV SD Negeri 1 Galungan. Studi pengembangan ini mempergunakan model ADDIE, yang tersusun atas lima tahapan, yaitu: (1) analisis, (2) perancangan, (3) pengembangan, (4) implementasi, dan (5) evaluasi. Subjek uji coba penelitian ini merupakan media pembelajaran yang berupa media komik bernuansa kearifan lokal “Upacara Ayunan Jantra berbantuan *Augmented Reality*, sedangkan objek uji coba dalam penelitian ini adalah validitas, kepraktisan dan efektivitas media pembelajaran yang berupa media komik bernuansa kearifan lokal “Upacara Ayunan Jantra berbantuan *Augmented Reality* untuk meningkatkan literasi sains siswa kelas IV SD. Instrumen yang dipergunakan untuk mengumpulkan data yaitu lembar rating scale, lembar dan angket/kuesioner. Hasil penelitian menunjukkan bahwa: (1) media komik yang telah dihasilkan memperoleh indeks validitas sebesar 3,85 untuk ahli media dengan kualifikasi validitas sangat baik, (2) materi pada media komik yang telah dihasilkan memperoleh indeks validitas sebesar 3,75 dengan kualifikasi validitas isi sangat baik, (3) respon siswa terhadap media komik adalah sebesar 3,74 dengan kualifikasi sangat baik sedangkan respon guru memperoleh rata-rata 3,92 dengan kualifikasi sangat baik, dan (4) nilai signifikansi (*2-tailed*) pada uji-t berkorelasi memperoleh skor sebesar 0,001 atau $p < 0,05$ (taraf signifikansi 5%), sehingga media komik efektif untuk meningkatkan kemampuan literasi sains.

Kata Kunci: Pengembangan, Media Komik, Ayunan Jantra, Augmented Reality, Literasi sains

DEVELOPMENT OF A COMIC WITH NUANCES OF LOCAL WISDOM "JANTRA SWING CEREMONY" ASSISTED BY AUGMENTED REALITY TO IMPROVE SCIENCE LITERACY OF GRADE IV ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

The lack of utilization of learning media in the content of IPAS not only has an impact on low learning motivation but also on the low science literacy ability of elementary school students. This development research has four objectives, namely: (1) to produce the design of comic media with nuances of local wisdom "Jantra Swing Ceremony" assisted by Augmented Reality grade IV elementary school, (2) to know the validity of comic media with nuances of local wisdom "Jantra Swing Ceremony" assisted by Augmented Reality grade IV elementary school, (3) to know the practicality of comic media with nuances of local wisdom "Jantra Swing Ceremony" assisted by Augmented Reality grade IV elementary school, (4) to find out the effectiveness of comic media with nuances of local wisdom "Gerakan Jantra Ceremony" assisted by Augmented Reality to improve science literacy of grade IV students of SD Negeri 1 Galungan. This development study uses the ADDIE model, which consists of five stages, namely: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. The subject of this research trial is a learning media in the form of comic media with local wisdom nuances "Jantra Swing Ceremony assisted by Augmented Reality", while the object of the trial in this study is the validity, practicality and effectiveness of learning media in the form of comic media with local wisdom nuances "Jantra Swing Ceremony assisted by Augmented Reality to improve science literacy of grade IV elementary school students. The instruments used to collect data are rating scale sheets, sheets and questionnaires. The results of the study show that: (1) the comic media that has been produced obtained a validity index of 3.85 for media experts with very good validity qualifications, (2) the material in the comic media that has been produced obtained a validity index of 3.75 with a very good content validity qualification, (3) the student's response to the comic media is 3.74 with very good qualifications while the teacher's response obtained an average of 3.92 with very good qualifications, and (4) the significance value (2-tailed) in the correlated t-test obtained a score of 0.001 or $p < 0.05$ (5% significance level), so that comic media was effective in improving science literacy skills.

Keywords: *Development, Comic Media, Swinging Nature, Augmented Reality, Science literacy*