

**PENGEMBANGAN MEDIA KOMIK DIGITAL BERBASIS
ETNOMATEMATIKA *JEJAITAN BALI* MATERI BANGUN DATAR PADA
MUATAN MATEMATIKA SISWA KELAS IV SD NEGERI 6 UBUNG
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ABSTRAK

Penelitian pengembangan ini dilatarbelakangi atas permasalahan rendahnya hasil belajar matematika siswa pada materi bangun datar. Penelitian ini bertujuan (1) mendeskripsikan rancang bangun media komik digital berbasis etnomatematika *Jejaitan Bali*, (2) mengetahui kelayakan media komik digital berbasis etnomatematika *Jejaitan Bali*, dan (3) mengetahui efektivitas media komik digital berbasis etnomatematika *Jejaitan Bali* pada materi bangun datar. Penelitian pengembangan ini menggunakan model pengembangan ADDIE. Subjek penelitian ini adalah siswa kelas IV sekolah dasar dengan jumlah 31 siswa. Metode pengumpulan data yang digunakan adalah metode wawancara, observasi, angket, dan tes. Analisis data yang digunakan adalah analisis deskriptif kuantitatif, kualitatif, dan analisis statistik inferensial. Hasil penelitian ini berupa (1) rancang bangun media komik digital berbasis etnomatematika *Jejaitan Bali* yang digambarkan melalui *flowchart* dan *storyboard*, (2) Kelayakan media komik digital berbasis etnomatematika *Jejaitan Bali* menunjukkan hasil dari uji ahli isi mata pelajaran sebesar 92,85% (sangat baik), uji ahli desain instruksional sebesar 93,75% (sangat baik), uji ahli media pembelajaran sebesar 98,33% (sangat baik), uji coba perorangan sebesar 91,66% (sangat baik), dan uji coba kelompok kecil sebesar 92,77% (sangat baik), (3) Efektivitas media komik digital berbasis etnomatematika *Jejaitan Bali* berdasarkan hasil uji-*t sample dependent* diperoleh nilai t_{hitung} sebesar 11,585 dan t_{tabel} berdasarkan taraf signifikansi 5% dengan $db = n-1 = 31 - 1 = 30$ sebesar 1,697. Hasil tersebut menunjukkan bahwa $t_{hitung} > t_{tabel}$ ($11,585 > 1,697$), sehingga H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa media komik digital berbasis etnomatematika *Jejaitan Bali* pada materi bangun datar sangat layak dan efektif digunakan dalam proses pembelajaran dikarenakan dapat meningkatkan hasil belajar siswa kelas IV SD Negeri 6 Ubung.

Kata Kunci: Pengembangan, Komik Digital, Etnomatematika, *Jejaitan Bali*, Bangun Datar

**DEVELOPMENT OF DIGITAL COMICS MEDIA BASED ON
ETHNOMATHEMATICS OF JEJAITAN BALI ON PLANE SHAPES IN THE
MATHEMATICS CONTENT OF GRADE IV STUDENTS OF SD NEGERI 6
UBUNG IN THE 2024/2025 ACADEMIC YEAR**

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ABSTRACT

This development research is motivated by the problem of low mathematics learning outcomes of students on plane shapes. This study aims to (1) describe the design of digital comic media based on Jejaitan Bali ethnomathematics, (2) determine the feasibility of digital comic media based on Jejaitan Bali ethnomathematics, and (3) determine the effectiveness of digital comic media based on Jejaitan Bali ethnomathematics on plane shapes. This development research uses the ADDIE development model. The subjects of this study were grade IV elementary school students with a total of 31 students. The data collection methods used are interview, observation, questionnaire, and test methods. The data analysis used is quantitative descriptive analysis, qualitative analysis, and inferential statistical analysis. The results of this study are in the form of (1) the design of digital comic media based on Jejaitan Bali ethnomathematics which is described through flowcharts and storyboards, (2) The feasibility of digital comic media based on Jejaitan Bali ethnomathematics shows the results of the subject content expert test of 92.85% (very good), the instructional design expert test of 93.75% (very good), the learning media expert test of 98.33% (very good), individual trials of 91.66% (very good), and small group trials of 92.77% (very good), (3) The effectiveness of digital comic media based on Jejaitan Bali ethnomathematics based on the results of the dependent sample t-test obtained a $t_{(count)}$ value of 11.585 and a t_{table} based on a significance level of 5% with $db = n-1 = 31 - 1 = 30$ of 1.697. The results show that $t_{(count)} > t_{table}$ ($11.585 > 1.697$), so H_0 is rejected and H_1 is accepted. So it can be concluded that the digital comic media based on Jejaitan Bali ethnomathematics on flat shape material is very feasible and effective to be used in the learning process because it can improve the learning outcomes of grade IV students of SD Negeri 6 Ubung.

Keywords: Development, Digital Comics, Ethnomathematics, Jejaitan Bali, Flat Shapes