

**PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK DIGITAL
BERBASIS *PROBLEM BASED LEARNING* PADA MATERI IPA SISTEM
PERNAPASAN UNTUK MENINGKATKAN KETERAMPILAN
BERPIKIR KRITIS SISWA SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun Media Komik Digital Berbasis Problem Based Learning Materi IPA Sistem (2) untuk mengetahui kualitas Media Komik Digital Berbasis Problem Based Learning Materi IPA Sistem Pernapasan (3) mengetahui efektivitas Media Komik Digital Berbasis Problem Based Learning Materi IPA Sistem Pernapasan. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilaksanakan melalui metode angket/kuesioner, dan metode tes berupa soal pilihan ganda. Hasil penelitian ini adalah (1) media video pembelajaran dinyatakan layak berdasarkan hasil penilaian dari ahli isi mata pelajaran sebesar 3,86 dengan kualifikasi sangat baik, hasil penilaian dari ahli media pembelajaran sebesar 3,7 dengan kualifikasi sangat baik, hasil penilaian uji coba respon siswa sebesar 3,48 dengan kualifikasi sangat baik dan penilaian dari respon guru sebesar 3,53 dengan kualifikasi sangat baik (2) efektivitas media komik digital berdasarkan uji-t diperoleh didapatkan hasil bahwa nilai signifikansi (2-tailed) untuk keterampilan berpikir kritis yang ditunjukkan pada tabel *two-sided* mencapai skor 0,941. Hasil tersebut menunjukkan $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa media komik digital berbasis *problem based learning* efektif diterapkan pada materi IPA sistem pernapasan.

Kata Kunci: Pengembangan, Komik Digital, *Problem Based Learning*, IPA

**DEVELOPMENT OF DIGITAL COMIC LEARNING MEDIA BASED ON
PROBLEM BASED LEARNING ON RESPIRATORY SYSTEM SCIENCE
MATERIALS TO IMPROVE CRITICAL THINKING SKILLS OF
ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

This study aims to (1) describe the design of Problem-Based Learning Digital Comic Media for Science System Materials (2) to determine the quality of Problem Based Learning Digital Comic Media for Respiratory System Science Materials (3) to determine the effectiveness of Problem Based Learning Digital Comic Media for Respiratory System Science Materials. This research uses the ADDIE development model. The data collection method is carried out through the questionnaire method, and the test method is in the form of multiple-choice questions. The results of this study are (1) learning video media was declared feasible based on the results of the assessment from the subject content experts of 3.86 with very good qualifications, the assessment results of the learning media experts were 3.7 with very good qualifications, the results of the student response trial assessment were 3.48 with very good qualifications and the assessment of the teacher's response was 3.53 with very good qualifications (2) the effectiveness of digital comic media based on the t-test obtained was obtained The result that the significance value (2-tailed) for critical thinking skills shown in the two-sided table reached a score of 0.941. The result shows that $t \text{ calculates} > t_{\text{tables}}$ so that H_0 is rejected and H_1 is accepted. Therefore, it can be concluded that problem-based learning-based digital comic media is effectively applied to respiratory system science materials.

Keywords: Development, Digital Comics, Problem Based Learning, Science