

PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK DIGITAL INTERAKTIF BERBASIS LITERASI JELAJAH NEGARA DAN KERJASAMA ASEAN MUATAN IPS KELAS VI SD NEGERI 19 PEMECUTAN TAHUN AJARAN 2024/2025

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun pengembangan media komik digital interaktif berbasis literasi jelajah negara dan kerjasama ASEAN, (2) mengetahui validitas hasil pengembangan media komik digital interaktif berbasis literasi jelajah negara dan kerjasama ASEAN, dan (3) mengetahui efektivitas media pembelajaran komik digital interaktif berbasis literasi pada materi kerjasama ASEAN dalam mata pelajaran Ilmu Pengetahuan Sosial (IPS) kelas VI di SD Negeri 19 Pemecutan. Penelitian ini menggunakan model pengembangan ADDIE. Metode analisis data adalah kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa (1) tahapan pengembangan ADDIE dalam pengembangan telah dipenuhi, (2) validitas media komik digital ditunjukkan oleh hasil uji ahli isi dengan skor 94%, uji ahli desain dengan skor 85%, uji ahli media pembelajaran 90%, uji coba perorangan dengan skor 94%, dan uji coba kelompok kecil dengan skor 90%. Hasil uji efektivitas berdasarkan hasil uji-t satu sampel diperoleh bahwa $t_{hitung} > t_{tabel}$ ($2,839 > 0,914$), sehingga H_0 yang berbunyi rerata hasil *post-test* siswa kurang dari nilai KKTP (sebesar 86) ditolak dan H_1 yang berbunyi rerata hasil *post-test* siswa lebih dari atau sama dengan nilai KKTP (sebesar 86) diterima. Oleh karena itu, dapat disimpulkan bahwa penggunaan media komik digital berbasis literasi efektif digunakan pada materi kerjasama ASEAN muatan IPS kelas VI Sekolah Dasar.

Kata Kunci : pengembangan, media pembelajaran, komik digital, literasi, IPS.

**DEVELOPMENT OF INTERACTIVE DIGITAL COMICS LEARNING
MEDIA BASED ON COUNTRY EXPLORATION LITERACY AND ASEAN
COOPERATION FOR SOCIAL STUDIES CONTENT FOR GRADE VI OF
STATE ELEMENTARY SCHOOL 19 PEMECUTAN IN THE 2024/2025
ACADEMIC YEAR**

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ABSTRACT

This study aims to (1) describe the design and development of interactive digital comic media based on country exploration literacy and ASEAN cooperation, (2) determine the validity of the results of the development of interactive digital comic media based on country exploration literacy and ASEAN cooperation, and (3) determine the effectiveness of interactive digital comic learning media based on literacy on ASEAN cooperation in Social Sciences (IPS) subjects for grade VI at State Elementary School 19 Pemecutan. This study uses the ADDIE development model. The data analysis methods are qualitative and quantitative. The results of the study showed that (1) the ADDIE development stages in the development had been met, (2) the validity of the digital comic media was shown by the results of the content expert test with a score of 94%, the design expert test with a score of 85%, the learning media expert test 90%, individual trials with a score of 94%, and small group trials with a score of 90%. The results of the effectiveness test based on the results of the one-sample t-test obtained that $t_{count} > t_{table}$ ($2.839 > 0.914$), so that H_0 which reads the average post-test results of students is less than the KKTP score (86) is rejected and H_1 which reads the average post-test results of students is more than or equal to the KKTP score (86) is accepted. Therefore, it can be concluded that the use of literacy-based digital comic media is effective in ASEAN cooperation material for IPS content for grade VI Elementary Schools.

Keywords: *development, learning media, digital comics, literacy, IPS.*