

**PENGEMBANGAN MEDIA *WEBTOON* DENGAN MODEL *PROBLEM
BASED LEARNING* DALAM MENINGKATKAN HASIL BELAJAR IPAS
KELAS IV SD**

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ABSTRAK

Penelitian ini dilakukan guna memberikan solusi dan memiliki tujuan mengembangkan sebuah media pembelajaran *Webtoon* dengan Model *Problem Based Learning* dalam meningkatkan hasil belajar IPAS Gaya di Sekitar Kita peserta didik kelas IV yang teruji secara valid, praktis, dan efektif. Studi ini dikembangkan dengan model ADDIE (*analyze, design, development, implementation, evaluation*). Metode yang dimanfaatkan guna mendapatkan data pada studi ini meliputi wawancara, kuesioner, dan tes. Teknik analisis nya berupa analisis kualitatif, kuantitatif dan statistik inferensial. Hasil penelitian di dapatkan (1) rancang bangun pengembangan media *Webtoon* dengan Model *Problem Based Learning* berbantuan aplikasi *IbisPaint* (2) validitas media *Webtoon* dengan Model *Problem Based Learning* dengan uji ahli materi didapatkan hasil rata-rata 3,76 dan uji ahli media didapatkan hasil rata-rata 3,85 yang ke dua hasilnya dinyatakan sangat valid, (3) kepraktisan mendapatkan hasil persentase sebesar 96,1% dari angket respon pendidik dan 96,8% dari angket respon peserta didik yaitu kualifikasi sangat praktis, (4) efektivitas *Webtoon* dengan Model *Problem Based Learning* mengimplementasikan *desain one group pre-test post-test* memperoleh hasil menggunakan *N-gain*, diperoleh skor rata-rata peserta didik mencapai 89,5 dari skor maksimal 100, persentase ketuntasan 89,5%, sehingga *Webtoon* dengan Model *Problem Based Learning* efektif digunakan guna membantu peningkatan pada hasil belajar kognitif peserta didik. Sesuai dengan hasil tersebut, ditunjukkan bahwa *Webtoon* dengan Model *Problem Based Learning* teruji valid, praktis, dan efektif dalam peningkatan pada hasil belajar peserta didik kelas IV SD.

Kata Kunci: *addie, media pembelajaran, Problem Based Learning, Webtoon*

**WEBTOON MEDIA DEVELOPMENT WITH PROBLEM BASED
LEARNING MODEL IN IMPROVING THE LEARNING OUTCOMES OF
GRADE IV ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

This research was conducted to provide a solution and aims to develop a Webtoon learning media with a Problem Based Learning Model in improving the learning outcomes of grade IV students of the Style Around Us Science which has been tested validly, practically, and effectively. This study was developed with the ADDIE model (analyze, design, development, implementation, evaluation). The methods used to obtain data in this study include interviews, questionnaires, and tests. The analysis techniques are qualitative, quantitative and inferential statistical analysis. The results of the study obtained (1) the design and development of Webtoon media with the Problem Based Learning Model assisted by the IbisPaint application (2) the validity of Webtoon media with the Problem Based Learning Model with the material expert test obtained an average result of 3.76 and the media expert test obtained an average result of 3.85, both of which were declared very valid, (3) practicality obtained a percentage result of 96.1% from the educator response questionnaire and 96.8% from the student response questionnaire, namely a very practical qualification, (4) the effectiveness of Webtoon with the Problem Based Learning Model implementing the one group pre-test post-test design obtained results using N-gain, the average score of students reached 89.5 out of a maximum score of 100, the percentage of completion was 89.5%, so that Webtoon with the Problem Based Learning Model is effectively used to help improve students' cognitive learning outcomes. In accordance with these results, it is shown that Webtoon with the Problem Based Learning Model has been proven valid, practical, and effective in improving the learning outcomes of grade IV elementary school students.

Keywords: *addie, learning media, Problem Based Learning, Webtoon*