

PENGEMBANGAN KOMIK ELEKTRONIK BERBASIS KARAKTER PADA MATA PELAJARAN INFORMATIKA SISWA KELAS VII DI SMP NEGERI 1 NEGARA TAHUN AJARAN 2021/2022

Oleh

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Abstrak

Perkembangan teknologi di abad-21 yang pesat ini berpengaruh di semua sektor, termasuk sektor pendidikan. Namun penggunaan media dalam pembelajaran daring masih sangat jarang di sekolah terutama di tingkat SMP. Penelitian ini bertujuan untuk mengembangkan komik elektronik berbasis karakter pada mata pelajaran informatika siswa SMP kelas VII. Penelitian pengembangan ini menggunakan model ADDIE. Metode pengumpulan data yang digunakan yaitu metode kuesioner yang selanjutnya dianalisis menggunakan teknis analisis deskriptif kualitatif dan kuantitatif. Hasil penelitian meliputi; proses pengembangan komik elektronik yang terdiri dari lima tahapan, antara lain tahap analisis, desain, pengembangan, implementasi, dan evaluasi; hasil uji validasi yang dilakukan oleh para ahli dan subjek uji coba produk menunjukkan bahwa komik elektronik berbasis karakter valid berdasarkan: (a) hasil uji ahli isi pembelajaran sebesar 93,5%, (b) hasil uji ahli desain pembelajaran sebesar 98%, (c) hasil uji ahli media pembelajaran sebesar 94%, (d) hasil uji coba perorangan sebesar 92,67%, dan (e) hasil uji coba kelompok kecil sebesar 95,78% yang keseluruhan persentase skornya dikualifikasikan sangat baik. Disimpulkan bahwa komik elektronik berbasis karakter yaitu media ini layak dan valid untuk digunakan dalam mata pelajaran informatika kelas VII pada topik etika dalam bermedia sosial dan menyaring hoaks.

Kata-Kata Kunci: komik elektronik, karakter, informatika

DEVELOPMENT OF CHARACTER-BASED ELECTRONIC COMICS IN INFORMATICS SUBJECTS FOR JUNIOR HIGH SCHOOL STUDENTS IN GRADE VII AT SMP NEGERI 1 NEGARA 2021/2022 ACADEMIC YEAR

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Abstract

The rapid development of technology in the 21st century has an impact on all sectors, including the education sector. However, the use of media in online learning is still very rare in schools, especially at the junior high school level. This study aims to develop character-based electronic comics in informatics subjects for junior high school students in grade VII. This development research uses the ADDIE model. The data collection method used is the questionnaire method which is then analyzed using qualitative and quantitative descriptive analysis techniques. The results of the study include; the process of developing electronic comics consisting of five stages, including the stages of analysis, design, development, implementation, and evaluation; the results of the validation test conducted by experts and product trial subjects showed that character-based electronic comics are valid based on: (a) the results of the learning content expert test of 93.5%, (b) the results of the learning design expert test of 98%, (c) the results of the learning media expert test of 94%, (d) the results of individual trials of 92.67%, and (e) the results of small group trials of 95.78%, the overall percentage score of which is qualified as very good. It is concluded that character-based electronic comics, namely this media, are feasible and valid for use in informatics subjects in grade VII on the topic of ethics in social media and filtering hoaxes.

Keywords: Electronic Comics, Character Based, Informatics Lessons