

**PENGEMBANGAN KOMIK DIGITAL BERBASIS LITERASI DALAM
MATERI KERAGAMAN SUKU BANGSA DAN BUDAYA DI INDONESIA
PADA MATA PELAJARAN IPS SISWA KELAS V SD NEGERI 2
BLAHKIUH TAHUN AJARAN 2024/2025**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mengetahui rancang bangun komik digital berbasis literasi dalam materi keragaman suku bangsa dan budaya di Indonesia pada mata pelajaran IPS siswa kelas V SD Negeri 2 Blahkiuh Tahun Ajaran 2024/2025, (2) mengetahui kelayakan komik digital berbasis literasi berdasarkan penilaian para ahli, dan (3) mengetahui efektivitas komik digital berbasis literasi dalam meningkatkan pemahaman siswa terhadap materi tersebut. Penelitian ini menggunakan model pengembangan ADDIE yang terdiri dari lima tahap, yaitu (a) analisis, (b) perancangan, (c) pengembangan, (d) implementasi, dan (e) evaluasi. Pengumpulan data dilakukan melalui kuesioner dan tes, dengan teknik analisis data menggunakan pendekatan kualitatif, kuantitatif, dan statistik inferensial. Hasil penelitian ini menunjukkan bahwa (1) rancang bangun komik digital berbasis literasi dikembangkan sesuai dengan model ADDIE, (2) kelayakan komik digital berbasis literasi dinilai oleh ahli rancang bangun dengan rata-rata skor **92,5%**, ahli isi mata pelajaran dengan rata-rata skor **91.23%**, ahli desain dengan rata-rata skor **92,5%**, ahli media dengan rata-rata skor **92,5%**, serta uji perorangan dan kelompok kecil dengan rata-rata skor 100% yang semuanya termasuk dalam kategori sangat layak, dan (3) efektivitas komik digital berbasis literasi berdasarkan uji-t satu sampel menunjukkan nilai signifikansi yakni $t_{hitung} > t_{tabel}$ (**4.28 > 1.72**), maka H_0 ditolak dan H_1 diterima, maka terdapat peningkatan pemahaman siswa secara signifikan setelah menggunakan komik digital berbasis literasi dalam pembelajaran IPS.

Kata kunci: komik digital, literasi, keragaman suku bangsa dan budaya, IPS.

**DEVELOPMENT OF LITERACY-BASED DIGITAL COMICS IN THE
MATERIAL OF ETHNIC AND CULTURAL DIVERSITY IN INDONESIA IN
THE SOCIAL STUDENTS' SUBJECT OF GRADE V STUDENTS OF STATE
ELEMENTARY SCHOOL 2 BLAHKIUH IN THE 2024/2025 ACADEMIC
YEAR**

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ABSTRACT

This study aims to (1) determine the design of literacy-based digital comics in the material of ethnic and cultural diversity in Indonesia in the social studies subject of grade V students of STATE ELEMENTARY SCHOOL 2 BLAHKIUH IN THE 2024/2025 ACADEMIC YEAR, (2) determine the feasibility of literacy-based digital comics based on expert assessments, and (3) determine the effectiveness of literacy-based digital comics in improving students' understanding of the material. This study uses the ADDIE development model consisting of five stages, namely (a) analysis, (b) design, (c) development, (d) implementation, and (e) evaluation. Data collection was carried out through questionnaires and tests, with data analysis techniques using qualitative, quantitative, and inferential statistical approaches. The results of this study indicate that (1) the design of literacy-based digital comics was developed according to the ADDIE model, (2) the feasibility of literacy-based digital comics was assessed by design experts with an average score of 92.5%, subject content experts with an average score of 91.23%, design experts with an average score of 92.5%, media experts with an average score of 92.5%, as well as individual and small group tests with an average score of 100%, all of which are included in the very feasible category, and (3) the effectiveness of literacy-based digital comics based on a one-sample t-test showed a significant value, namely $t_{count} > t_{table}$ ($4.28 > 1.72$), then H_0 was rejected and H_1 was accepted, then there was a significant increase in student understanding after using literacy-based digital comics in social studies learning.

Keywords: digital comics, literacy, ethnic and cultural diversity, social studies.