

**PENGEMBANGAN MEDIA VIDEO KOMIK INTERAKTIF DIGITAL
DALAM MATERI SISTEM TATA SURYA MUATAN IPAS UNTUK
SISWA KELAS VI SDN 2 BATUKANDIK**

Oleh

I Made Raditya Iswanta, NIM 2111031401

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Proses penyampaian materi IPAS masih bersifat monoton sehingga banyak siswa yang kesulitan dalam memahami bahan bacaan karena bahasanya yang sulit dipahami. Penelitian ini bertujuan untuk mengembangkan media video komik materi sistem tata surya siswa kelas VI untuk meningkatkan kemampuan pemahaman materi yang valid dan praktis digunakan dalam proses pembelajaran. Jenis penelitian yaitu penelitian pengembangan model *ADDIE*. Objek penelitian ini adalah validitas, dan kepraktisan. Subjek penelitian ini adalah ahli media, ahli materi dan siswa. Metode dari pengumpulan data menggunakan non tes dengan instrumen kuesioner. Teknik analisis data menggunakan statistik kualitatif dan kuantitatif. Hasil penelitian memperoleh validitas menurut ahli materi sebesar 4,77 dan ahli media sebesar 4,74 yang termasuk ke dalam validitas kategori sangat baik. Berdasarkan uji perorangan diperoleh rata-rata sebesar 4,47 dan uji kelompok kecil dengan rata-rata 4,4. Sehingga video komik memiliki kepraktisan baik. Disimpulkan bahwa media pembelajaran yang telah dikembangkan, dinyatakan valid dan praktis, sehingga layak digunakan secara berkelanjutan pada kegiatan pembelajaran.

Kata Kunci: Video, Komik, Sistem Tata Surya, *ADDIE*

**DEVELOPMENT OF DIGITAL INTERACTIVE COMIC VIDEO MEDIA IN
IPAS PAYLOAD SOLAR SYSTEM MATERIAL FOR GRADE VI STUDENTS
OF SDN 2 BATUKANDIK**

By

I Made Raditya Iswanta, NIM 2111031401

Elementary School Teacher Education Study Program

Basic Education Department

ABSTRACT

The process of delivering IPAS material is still monotonous, so many students have difficulty understanding reading materials because the language is difficult to understand. This research aims to develop a comic video media for solar system material for grade VI students to improve the ability to understand material that is valid and practical to use in the learning process. The type of research is research on the development of the ADDIE model. The object of this research is validity, and practicality. The subjects of this research are media experts, material experts and students. The method of data collection uses a non-test with a questionnaire instrument. Data analysis techniques use qualitative and quantitative statistics. The results of the study obtained validity according to material experts of 4.77 and media experts of 4.74 which are included in the validity of the very good category. Based on individual tests, an average of 4.47 and small group tests were obtained with an average of 4.4. So that comic videos have good practicality. It was concluded that the learning media that has been developed is declared valid and practical, so that it is suitable for continuous use in learning activities.

Keywords: Video, Comics, Solar System, ADDIE