

PENGEMBANGAN MEDIA PEMBELAJARAN E-COMIC BERBASIS *PROBLEM SOLVING* PADA MATERI PECAHAN MATA PELAJARAN MATEMATIKA PADA KELAS IV SD N 4 BONGKASA

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun *e-comic*, (2) mengetahui kelayakan (3) mengetahui efektivitas media *e-comic* berbasis *problem solving* pada materi pecahan. Penelitian ini merupakan penelitian pengembangan yang menggunakan model pengembangan ADDIE. Metode pengumpulan data menggunakan kusioner, tes objektif (pilihan ganda), dan Teknik analisis data deskriptif kuantitatif serta statistika inferensial. Hasil penelitian adalah (1) rancang bangun media *e-comic* berbentuk media digital yang memuat komponen yaitu, kompetensi (Capaian Pembelajaran dan tujuan pembelajaran), materi (Pengertian pecahan, pecahan senilai, pecahan biasa, pecahan campuran, pecahan decimal, persen, dan mengubah bentuk pecahan), contoh soal, dan profil pengembang, dengan perolehan nilai ahli rancang bangun 92,5% (sangat baik), (2) Hasil uji kelayakan produk *e-comic* terbukti layak berdasarkan: uji ahli isi /materi pelajaran sebesar 92% (sangat baik), uji ahli desain instruksional sebesar 92,5% (sangat baik), uji ahli media pembelajaran sebesar 91% (sangat baik), uji coba perorangan sebesar 92,5% (kategori sangat baik), serta uji coba kelompok kecil sebesar 93,6% (sangat baik); (3) Hasil uji efektivitas *e-comic* dianalisis menggunakan teknik statistika inferensial (uji-t) memperoleh hasil rata-rata post-test (90,71) > nilai BSKAP (86), sehingga H_0 ditolak dan H_1 yang artinya terdapat perbedaan signifikan antara hasil post-test setelah menggunakan media *e-comic* berbasis *problem solving* dengan nilai BSKAP. Setelah dilakukan perhitungan manual menggunakan uji-t didapatkan hasil yang menunjukkan nilai thitung (3,022) > ttabel (1,770) pada taraf signifikansi 5% ($\alpha = 0,05$) dan dk = 13. Dengan demikian disimpulkan bahwa *e-comic* berbasis *problem solving* efektif diterapkan pada materi pecahan siswa kelas IV SD N 4 Bongkasa.

Kata Kunci: *E-Comic, Problem Solving, Matematika*

**DEVELOPMENT OF E-COMIC LEARNING MEDIA BASED ON
PROBLEM SOLVING ON FRACTION MATERIAL IN MATHEMATICS
SUBJECT IN GRADE IV OF SD N 4 BONGKASA**

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ABSTRACT

This study aims to (1) describe the design of e-comic, (2) determine the feasibility (3) determine the effectiveness of e-comic media based on problem solving on fraction material. This study is a development research using the ADDIE development model. Data collection methods using questionnaires, objective tests (multiple choices), and quantitative descriptive data analysis techniques and inferential statistics. The results of the study are (1) the design of e-comic media in the form of digital media containing the following components, namely, competencies (Learning Achievements and learning objectives), materials (Definition of fractions, equivalent fractions, common fractions, mixed fractions, decimal fractions, percentages, and changing the form of fractions), sample questions, and developer profiles, with a design expert score of 92.5% (very good), (2) The results of the e-comic product feasibility test proved to be feasible based on: content/subject matter expert test of 92% (very good), instructional design expert test of 92.5% (very good), learning media expert test of 91% (very good), individual trials of 92.5% (very good category), and small group trials of 93.6% (very good); (3) The results of the e-comic effectiveness test were analyzed using inferential statistical techniques (t-test) obtaining an average post-test result (90.71) > BSKAP value (86), so H_0 was rejected and H_1 which means there is a significant difference between the post-test results after using problem solving-based e-comic media with the BSKAP value. After manual calculations using the t-test, the results showed a calculated t value (3.022) > t table (1.770) at a significance level of 5% ($\alpha = 0.05$) and $dk = 13$. Thus it is concluded that problem solving-based e-comics are effectively applied to fractional material for fourth grade students of SD N 4 Bongkasa.

Keywords: E-Comic, Problem Solving, Mathematics