

PENGEMBANGAN KOMIK DIGITAL BERBASIS *PROBLEM BASED LEARNING* UNTUK MENINGKATKAN KEMAMPUAN BERPIKIR KRITIS PADA TOPIK BAGIAN-BAGIAN TUMBUHAN DAN FUNGSIONYA DI KELAS IV SD

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran komik digital berbasis *Problem Based Learning* untuk meningkatkan kemampuan berpikir kritis pada topik bagian-bagian tumbuhan dan fungsinya di kelas IV SD yang valid, praktis dan efektif. Penelitian pengembangan ini menerapkan model pengembangan ADDIE. Berdasarkan hasil uji validitas komik digital berbasis *Problem Based Learning* oleh para ahli materi dan media memperoleh skor sebesar 3,8 dan 3,8 dengan kualifikasi sangat baik. Hasil uji kepraktisan media oleh praktisi memperoleh nilai persentase uji respon praktisi/guru sebesar 90% dan respon siswa dengan rata-rata sebesar 97%, sehingga dapat disimpulkan bahwa tingkat kepraktisan media sangat baik. Uji efektivitas dilaksanakan pada kelas IV dengan jumlah kelas kontrol 16 siswa dan kelas eksperimen 22 siswa terhadap komik digital berbasis *Problem Based Learning*, ditemukan terdapat perbedaan yang signifikan melalui uji-t (*Independent Sample T-test*) yang memperoleh hasil 0,004 terhadap kemampuan berpikir kritis siswa. Berdasarkan hasil uji menunjukkan bahwa komik digital berbasis *Problem Based Learning* valid, praktis, dan efektif untuk meningkatkan kemampuan berpikir kritis siswa.

Kata Kunci: Kemampuan Berpikir Kritis, Komik Digital, *Problem Based Learning*

DEVELOPMENT OF DIGITAL COMICS BASED ON PROBLEM BASED LEARNING TO IMPROVE CRITICAL THINKING SKILLS ON THE TOPIC OF PLANT PARTS AND THEIR FUNCTIONS IN GRADE IV ELEMENTARY SCHOOL

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ABSTRACT

This research aims to develop a digital comic learning media based on Problem Based Learning to improve the ability to think critically on the topic of plant parts and their functions in grade IV elementary school that is valid, practical and effective. This development research applies the ADDIE development model. Based on the results of the validity test of digital comics based on Problem Based Learning by material and media experts, they obtained scores of 3.8 and 3.8 with very good qualifications. The results of the media practicality test by practitioners obtained a percentage value of 90% of practitioner/teacher response tests and student responses with an average of 97%, so it can be concluded that the level of media practicality is very good. The effectiveness test was carried out in grade IV with a control class of 16 students and an experimental class of 22 students on digital comics based on Problem Based Learning, it was found that there was a significant difference through the t-test (Independent Sample T-test) which obtained a result of 0.004 on students' critical thinking skills. Based on the test results, it is shown that digital comics based on Problem Based Learning are valid, practical, and effective in improving students' critical thinking skills.

Keywords: Critical Thinking Skills, Digital Comics, Problem Based Learning