

**PENGEMBANGAN KOMIK DIGITAL DONGENG SI
KANCIL UNTUK MENINGKATKAN SIKAP
TANGGUNG JAWAB SISWA KELAS III
SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk melakukan pengembangan media pembelajaran berupa komik digital dongeng Si Kancil untuk meningkatkan sikap tanggung jawab siswa kelas III sekolah dasar dan mengetahui kevalidan serta kepraktisan komik digital dongeng Si Kancil sebagai media pembelajaran untuk meningkatkan sikap tanggung jawab siswa kelas III sekolah dasar. Penelitian ini mengadopsi model pengembangan ADDIE, yang mencakup lima tahap utama, yaitu *Analyze* (analisis), *Design* (perancangan), *Development* (pengembangan), *Implementation* (implementasi), dan *Evaluation* (evaluasi). Teknik pengumpulan data yang diterapkan dalam penelitian ini adalah triangulasi data, yang melibatkan observasi, wawancara, dan penyebaran kuesioner. Hasil yang diperoleh dianalisis dengan metode kualitatif dan kuantitatif. Penelitian ini memperoleh hasil validitas media dari ahli materi sebesar 0,89 dengan kualifikasi tinggi dan validitas ahli media sebesar 0,94 dengan kualifikasi tinggi. Hasil persentase kepraktisan oleh guru memperoleh skor sebesar 89% dengan kualifikasi sangat baik dan persentase kepraktisan siswa memperoleh skor 87% yang tergolong kualifikasi sangat baik. Hasil validitas dan kepraktisan tersebut menyatakan bahwa komik digital dongeng Si Kancil valid dan praktis digunakan sebagai media pembelajaran literasi membaca untuk meningkatkan sikap tanggung jawab siswa kelas III sekolah dasar.

Kata kunci: Komik digital, Dongeng Si Kancil, Sikap tanggung jawab.

**DEVELOPMENT OF THE DIGITAL COMIC
STORY OF SI KANCIL TO IMPROVE THE
RESPONSIBILITY OF THIRD GRADE
ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

The objective of this study is to develop a digital comic learning medium based on the Si Kancil fairy tale, with the aim of enhancing the sense of responsibility among third-grade elementary school students. Additionally, this study seeks to ascertain the validity and practicality of the Si Kancil digital comic as a learning medium for enhancing the sense of responsibility among third-grade elementary school students. The present study employs the ADDIE development model, with data collection methods including observation, interviews, and questionnaires. The data analysis techniques employed in this study encompass both qualitative and quantitative methodologies. The study obtained a media validity score of 0.89 from subject matter experts, which is classified as high, and a media validity score of 0.94 from media experts, which is also classified as high. The practicality percentage as determined by teachers attained a score of 89%, which is classified as very good according to the established criteria. Similarly, the practicality percentage as determined by students achieved a score of 87%, also classified as very good. Therefore, it can be concluded that the digital comic of the Si Kancil folktale is both valid and practical as a medium for learning literacy. Furthermore, it can be posited that this medium can be used to enhance the sense of responsibility among third-grade elementary school students.

Keywords: *Digital Comics, The Tale of Si Kancil, Responsible Attitude*