

**PENGEMBANGAN MEDIA E-KOMIK INTERAKTIF BERBASIS
PENDEKATAN SAINTIFIK UNTUK MENINGKATKAN KEMAMPUAN
BERPIKIR KRITIS SISWA PADA TOPIK PERUBAHAN WUJUD
BENDA KELAS IV SD**

Oleh

Luh Mia Gayatriyani, NIM 2111031147

Jurusan Pendidikan Dasar

ABSTRAK

Tujuan penelitian pengembangan ini yaitu: (1) mendeskripsikan rancang bangun media e-komik interaktif berbasis pendekatan saintifik, (2) mengetahui validitas media e-komik interaktif berbasis pendekatan saintifik, (3) mengetahui kepraktisan media e-komik interaktif berbasis pendekatan saintifik, dan (4) mengetahui efektivitas media e-komik interaktif berbasis pendekatan saintifik terhadap kemampuan berpikir kritis siswa kelas IV Sekolah Dasar. Penelitian pengembangan ini menggunakan model ADDIE yang terdiri dari lima tahapan, yaitu (1) *analyze*, (2) *design*, (3) *development*, (4) *implementation*, dan (5) *evaluation*. Metode pengumpulan data menggunakan instrumen kuesioner dan tes uraian. Teknik analisis data yang digunakan yaitu analisis kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa: (1) Validitas memperoleh indeks validitas materi secara keseluruhan sebesar 3,85 dan validitas media secara keseluruhan sebesar 3,78 dengan kualifikasi sangat baik, (2) Tingkat kepraktisan oleh guru sebesar 95,83%, dengan kualifikasi sangat baik dan tingkat kepraktisan oleh siswa sebesar 98,61% dengan kualifikasi sangat baik, (3) Hasil uji efektivitas media e-komik interaktif berbasis pendekatan saintifik memperoleh nilai signifikansi (*2-tailed*) sebesar 0,000 atau (*2-tailed*) $< 0,05$, artinya media e-komik interaktif berbasis pendekatan saintifik efektif dalam meningkatkan kemampuan berpikir kritis siswa. Berdasarkan analisis tersebut, disimpulkan bahwa media e-komik interaktif berbasis pendekatan saintifik valid, praktis, dan efektif untuk meningkatkan kemampuan berpikir kritis siswa kelas IV pada mata pelajaran IPAS topik perubahan wujud benda.

Kata Kunci : e-komik interaktif, pendekatan saintifik, kemampuan berpikir kritis, IPAS.

***"DEVELOPMENT OF INTERACTIVE E-COMIC MEDIA BASED ON A
SCIENTIFIC APPROACH TO ENHANCE CRITICAL THINKING SKILLS
OF FOURTH GRADE ELEMENTARY SCHOOL STUDENTS ON THE
TOPIC OF CHANGES IN THE STATES OF MATTER"***

By :

Luh Mia Gayatriyani, NIM 2111031147

Department of Elementary Education

ABSTRACT

The objectives of this development research are: (1) to describe the design of interactive e-comic media based on a scientific approach, (2) to determine the validity of interactive e-comic media based on a scientific approach, (3) to determine the practicality of interactive e-comic media based on a scientific approach, and (4) to determine the effectiveness of interactive e-comic media based on a scientific approach in enhancing the critical thinking skills of fourth-grade elementary school students. This research employed the ADDIE development model, which consists of five stages: (1) analyze, (2) design, (3) development, (4) implementation, and (5) evaluation. Data collection methods involved questionnaires and open-ended tests. The data analysis techniques used were qualitative and quantitative analysis. The results of the study indicate that: (1) the validity aspect showed an overall material validity index of 3.85 and overall media validity index of 3.78, both categorized as very good; (2) the practicality level from teachers was 95.83% and from students was 98.61%, both classified as very good; (3) the effectiveness test of the interactive e-comic media based on a scientific approach yielded a significance value (2-tailed) of 0.000 or < 0.05 , which indicates that the media is effective in improving students' critical thinking skills. Based on these findings, it is concluded that interactive e-comic media based on a scientific approach is valid, practical, and effective for enhancing the critical thinking skills of fourth-grade students in the IPAS subject, particularly on the topic of changes in the states of matter.

Keywords: *interactive e-comic, scientific approach, critical thinking skills, IPAS.*