

**PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK DIGITAL BERBASIS
PENDIDIKAN KARAKTER UNTUK MENINGKATKAN MINAT BELAJAR SISWA
PADA MATA PELAJARAN BAHASA INDONESIA DI KELAS V
SD NEGERI 3 TIANYAR BARAT**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media komik digital, (2) mendeskripsikan hasil validitas pengembangan media Komik Digital, (3) mendeskripsikan kepraktisan media Komik Digital, dan (4) menganalisis efektivitas media Komik Digital, dalam meningkatkan minat belajar. Jenis penelitian ini adalah penelitian pengembangan dengan model ADDIE (Analyze, Design, Development, Implementation, Evaluation). Metode yang digunakan adalah analisis deskriptif kuantitatif dan analisis deskriptif kualitatif. Metode pengumpulan data yang digunakan adalah metode observasi, wawancara, instrumen kuisioner. Penelitian ini mengambil subjek media pembelajaran komik digital berbasis pendidikan karakter mata pelajaran Bahasa Indonesia kelas V, sedangkan objek penelitian pengembangan ini adalah kelayakan, kepraktisan dan efektivitas. Hasil penelitian menunjukkan bahwa: (1) rancangan bangun Komik Digital ini dirancang melalui tahapan pengembangan ADDIE. (2) hasil validitas Komik Digital interaktif dengan kualifikasi sangat baik, nilai skor dari ahli media 95,14% dan ahli materi diperoleh nilai 96,25%. (3) hasil respons praktisi guru memperoleh nilai 100% dengan kualifikasi sangat baik, respons praktisi siswa memperoleh nilai 91,85% dengan kualifikasi sangat baik. Dengan demikian Komik Digital yang dikembangkan dinyatakan valid dan layak digunakan. (4) Hasil Efektivitas Komik Digital yang dikembangkan menunjukkan nilai $t_{hitung} = 25,365$ lebih besar dari $t_{tabel} = 2,086$, serta nilai signifikansi (p) = $0,000 < 0,05$, yang berarti terdapat perbedaan yang signifikan antara hasil pretest dan posttest. Dengan demikian, media komik digital berbasis pendidikan karakter efektif dalam meningkatkan minat belajar siswa.

Kata-kata Kunci: Komik Digital, Pendidikan Karakter, Minat Belajar

**DEVELOPMENT OF CHARACTER EDUCATION-BASED DIGITAL COMIC
LEARNING MEDIA TO INCREASE STUDENTS' LEARNING INTEREST IN
INDONESIAN LANGUAGE SUBJECT FOR GRADE V STUDENTS AT SD
NEGERI 3 TIANYAR BARAT**

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ABSTRACT

This study aims to: (1) describe the design of digital comic media, (2) describe the validity results of the developed digital comic media, (3) describe the practicality of the digital comic media, and (4) analyze the effectiveness of the digital comic media in increasing learning interest. This research is a development study using the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The methods used include quantitative descriptive analysis and qualitative descriptive analysis. Data collection techniques include observation, interviews, and questionnaires. The subject of this research is a character education-based digital comic learning media for the fifth-grade Indonesian language subject, while the objects of this development research are its feasibility, practicality, and effectiveness. The results show that: (1) the digital comic was developed through the ADDIE model stages; (2) the validity results of the interactive digital comic were classified as excellent, with media expert validation scoring 95.14% and material expert validation scoring 96.25%; (3) teacher practitioners' responses reached 100% with an excellent qualification, and student practitioners' responses scored 91.85%, also with an excellent qualification. Therefore, the developed digital comic is considered valid and feasible for use; (4) the effectiveness results of the digital comic media showed a t-count of 25.365, greater than the t-table value of 2.086, and a significance value ($p = 0.000 < 0.05$), indicating a significant difference between the pre-test and post-test results. Thus, the character education-based digital comic media is effective in increasing students' learning interest.

Keywords: Digital Comics, Character Education, Learning Interest