

PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK ELEKTRONIK UNTUK MENINGKATKAN MINAT DAN KETERAMPILAN MEMBACA SISWA KELAS III SEKOLAH DASAR

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ABSTRAK

Kemampuan membaca adalah fondasi yang harus diperoleh terlebih dahulu sebelum seseorang dapat mengeksplorasi bidang pengetahuan lainnya. Namun, hasil dari berbagai survei internasional seperti PISA (Program for International Student Assessment), AKM (Asesmen Kompetensi Minimum), dan kondisi dilapangan yang diperoleh dari hasil wawancara dengan wali kelas menunjukkan bahwa minat dan keterampilan membaca siswa Indonesia masih jauh dari harapan. Dalam tes literasi membaca, siswa dihadapkan pada berbagai jenis teks dan diminta untuk menginterpretasikan informasi yang tersirat, menganalisis ide utama, serta menarik kesimpulan berdasarkan bacaan. Penelitian ini menggunakan pada model penelitian ADDIE (Analyze, Design, Development, Implementation, Evaluation) dalam pengembangan. Model ADDIE dikembangkan oleh Dick dan Carry untuk merancang sistem pembelajaran Berdasarkan hasil analisis, diketahui bahwa penelitian ini menghasilkan produk pengembangan berupa media komik elektronik, memperoleh predikat sangat valid. Hasil uji efektivitas pengembangan media komik elektronik untuk meningkatkan minat baca dan keterampilan membaca berdasarkan analisis yang telah dilakukan media komik elektronik yang dikembangkan efektif untuk meningkatkan minat baca dan keterampilan membaca siswa kelas III pada kelompok eksperimen.

Kata Kunci: Model Pengembangan, *ADDIE*, Minat Baca, Keterampilan Membaca



DEVELOPING ELECTRONIC COMIC LEARNING MEDIA TO IMPROVE READING INTEREST AND SKILLS OF GRADE III ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

Reading ability is a foundation that must be acquired before one can explore other fields of knowledge. However, the results of various international surveys such as PISA (Program for International Student Assessment), AKM (Minimum Competency Assessment), and field conditions obtained from interviews with homeroom teachers indicate that Indonesian students' reading interest and skills still fall short of expectations. In reading literacy tests, students are presented with various types of texts and asked to interpret implied information, analyze main ideas, and draw conclusions based on the reading. This study uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) research model in its development. The ADDIE model was developed by Dick and Carry to design a learning system. Based on the analysis, this research resulted in a product development in the form of electronic comic media, which received a very valid rating. The results of the effectiveness test for developing electronic comic media to increase reading interest and reading skills, based on the analysis conducted, showed that the developed electronic comic media was effective in increasing reading interest and reading skills in third-grade students in the experimental group.

Keywords: Development Model, ADDIE, Reading Interest, Reading Skills

