

PENGEMBANGAN KOMIK BERMUATAN LOKAL *LEGENDA I MACAN BALI* PADA MATERI EKOSISTEM UNTUK MENINGKATKAN HASIL BELAJAR PESERTA DIDIK KELAS V SDN 6 ABIANSEMAL

Oleh

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ABSTRAK

Tujuan penelitian ini yaitu: (1) untuk menghasilkan rancang bangun media pembelajaran komik berbasis muatan lokal *Legenda I Macan Bali*, (2) menganalisis validitas media pembelajaran komik berbasis muatan lokal *Legenda I Macan Bali*, (3) menganalisis kepraktisan media pembelajaran komik berbasis muatan lokal *Legenda I Macan Bali*, dan (4) menganalisis efektivitas media pembelajaran komik berbasis muatan lokal *Legenda I Macan Bali* pada materi ekosistem yang harmonis dalam meningkatkan hasil belajar peserta didik kelas V SD Negeri 6 Abiansemal. Penelitian ini menggunakan model ADDIE, yang terdiri atas lima tahapan, yaitu: (1) analisis, (2) perancangan, (3) pengembangan, (4) implementasi, dan (5) evaluasi. Subjek dalam penelitian ini adalah ahli media pembelajaran, ahli muatan pembelajaran, praktisi, dan peserta didik. Objek dalam penelitian ini adalah hasil belajar IPA peserta didik kelas V sekolah dasar. Metode pengumpulan data yang digunakan yaitu observasi, wawancara, kuesioner, dan tes. Instrumen yang digunakan untuk mengumpulkan data yaitu pedoman observasi, pedoman wawancara, dan tes pilihan ganda dengan jumlah 20 butir soal. Uji coba produk melibatkan peserta didik kelas V SD Negeri 6 Abiansemal yang berjumlah 15 peserta didik. Data dari hasil *pre-test* dan *post-test* dianalisis menggunakan uji t dengan sampel berkolerasi untuk mengetahui efektivitas produk. Hasil penelitian ini menunjukkan bahwa media pembelajaran komik berbasis muatan lokal *Legenda I Macan Bali* yang dikembangkan bersifat valid ditinjau dari hasil penilaian ahli, praktis ditinjau dari hasil penilaian praktisi dan efektif ditinjau dari hasil uji coba terhadap peserta didik. media pembelajaran komik berbasis muatan lokal *Legenda I Macan Bali* yang valid, praktis dan efektif diharapkan mampu meningkatkan hasil belajar IPA peserta didik kelas V sekolah dasar.

Kata kunci: pengembangan, media, komik, *Legenda I Macan Bali*, hasil belajar IPA.

**DEVELOPMENT OF A LOCAL-FOUNDED COMIC, THE LEGEND OF
THE BALI HUMAN ONE, ON ECOSYSTEM TOPIC TO IMPROVE
LEARNING OUTCOMES OF GRADE V STUDENTS AT SDN 6
ABIANSEMAL**

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ABSTRACT

The objectives of this research are: (1) to design a comic learning medium based on the local content of The Legend of the Balinese Tiger, (2) to analyze the validity of the comic learning medium based on the local content of The Legend of the Balinese Tiger, (3) to analyze the practicality of the comic learning medium based on the local content of The Legend of the Balinese Tiger, and (4) to analyze the effectiveness of the comic learning medium based on the local content of The Legend of the Balinese Tiger on harmonious ecosystems in improving learning outcomes of fifth-grade students at SD Negeri 6 Abiansemal. This study uses the ADDIE model, which consists of five stages, namely: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. The subjects in this study were learning media experts, learning content experts, practitioners, and students. The object of this study was the science learning outcomes of fifth-grade elementary school students. The data collection methods used were observation, interviews, questionnaires, and tests. The instruments used to collect data were observation guidelines, interview guidelines, and multiple-choice tests with a total of 20 questions. The product trial involved 15 fifth-grade students of SD Negeri 6 Abiansemal. Data from the pre-test and post-test results were analyzed using a t-test with correlated samples to determine the effectiveness of the product. The results of this study indicate that the local content-based comic learning media Legend I Macan Bali that was developed is valid based on expert assessment results, practical based on practitioner assessment results and effective based on the results of the trial on students. Valid, practical, and effective local content-based comic learning media, "Legend of the First Tiger of Bali," is expected to improve science learning outcomes for fifth-grade elementary school students.

Keywords: development, media, comic, Legend of the First Tiger of Bali, science learning outcomes.