

**PENGEMBANGAN MEDIA KOMIK DIGITAL
BERMUATAN MATERI KONTEKSTUAL
PADA MATERI KEGIATAN EKONOMI
MUATAN IPAS PADA SISWA KELAS V
DI SD NEGERI 3 BUAHAN
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ABSTRAK

Penelitian ini bertujuan untuk (1) mengetahui rancang bangun media Komik Digital bermuatan materi kontekstual pada materi kegiatan ekonomi muatan IPAS, (2) mengetahui kelayakan media belajar komik digital bermuatan materi kontekstual pada materi kegiatan ekonomi muatan IPAS, (3) mengetahui efektivitas media komik digital bermuatan materi kontekstual pada materi kegiatan ekonomi muatan IPAS. Satu ahli mata pelajaran, satu ahli desain instruksional, satu ahli media pembelajaran, tiga siswa untuk uji coba individual, dan sembilan siswa untuk uji coba kelompok kecil adalah subjek penelitian. Dengan menggunakan model pengembangan ADDIE, penelitian ini merupakan penelitian pengembangan. Data dikumpulkan melalui tes objektif pilihan ganda dan kuesioner. Metode analisis data juga kuantitatif dan kualitatif. Hasil penelitian adalah (1) Rancang bangun media komik digital bermuatan materi kontekstual pada materi kegiatan ekonomi muatan IPAS pada siswa kelas V di SDN 3 Buahan dikembangkan dengan menggunakan model ADDIE, (2) kelayakan media komik digital bermuatan materi kontekstual pada materi kegiatan ekonomi muatan IPAS menunjukkan hasil uji ahli isi muatan pelajaran IPAS sebesar 93,33% (Sangat Layak), uji ahli media pembelajaran sebesar 90,9% (Sangat Layak), uji ahli desain instruksional sebesar 91,67% (Sangat Layak), uji coba perorangan sebesar 89,39% (Layak), dan uji coba kelompok kecil sebesar 89,89% (Layak). (3) efektivitas media Komik Digital bermuatan materi kontekstual muatan IPAS berdasarkan hasil uji-t diperoleh nilai signifikan 0,000 yang dengan keputusan $\leq 0,05$ maka H_0 ditolak dan H_1 diterima. Dengan demikian hasil penelitian ini menunjukkan bahwa media komik digital bermuatan materi kontekstual muatan IPAS ini efektif digunakan pada siswa kelas V SD Negeri 3 Buahan.

Kata Kunci; Komik Digital, Materi Kontekstual, IPAS.

DEVELOPMENT OF DIGITAL COMIC MEDIA WITH CONTEXTUAL MATERIAL IN ECONOMIC ACTIVITIES IN SCIENCE CONTENT FOR GRADE V STUDENTS IN SD NEGERI 3 BUAHAN IN THE 2023/2024 ACADEMIC YEAR

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ABSTRACT

This research aims to (1) determine the design of digital comic media containing contextual material on the material of economic activities in the science and natural sciences content, (2) determine the feasibility of digital comic learning media containing contextual material on the material of economic activities in the science and natural sciences content, (3) determine the effectiveness of digital comic media containing contextual material on the material of economic activities in the science and natural sciences content. “One subject expert, one instructional design expert, one learning media expert, three students for individual trials, and nine students for small group trials are the research subjects. By using the ADDIE development model, this research is development research. Data were collected through multiple choice objective tests and questionnaires. Data analysis methods were also quantitative and qualitative. The results of the research are (1) The design of digital comic media containing contextual material on the material of economic activities in the science content of grade V students at SDN 3 Buahon was developed using the ADDIE model, (2) the feasibility of digital comic media containing contextual material on the material of economic activities in the science content showed the results of the science content expert test of 93.33% (Very Feasible), the learning media expert test of 90.9% (Very Feasible), the instructional design expert test of 91.67% (Very Feasible), the individual trial of 89.39% (Feasible), and the small group trial of 89.89% (Feasible). (3) the effectiveness of Digital Comic media containing contextual material in the science content based on the results of the t-test obtained a significant value 0.000 with a decision ≤ 0.05 then H_0 is rejected and H_1 is accepted. Thus the results of this study indicate that digital comic media containing contextual material of science content is effective for use on fifth grade students of SD Negeri 3 Buahon.

Keywords: Digital Comics, Contextual Material, Science.