ABSTRAK

Yantika, I Wayan Ade (2026). *Pengembangan Media Komik Digital Bermuatan Kearifan Lokal Topeng Sidakarya Untuk Meningkatkan Literasi Budaya Dan Hasil Belajar Membaca Siswa Kelas V Sekolah Dasar.* Tesis. Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Penelitian ini bertujuan menghasilkan serta menguji validitas, kepraktisan, dan efektivitas media komik digital bermuatan kearifan lokal Topeng Sidakarya dalam meningkatkan literasi budaya dan hasil belajar membaca siswa kelas V sekolah dasar. Penelitian menggunakan pendekatan *Research and Development* (R&D) dengan model ADDIE yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian adalah seluruh siswa kelas V SD Negeri 4 Peliatan dengan teknik total sampling. Uji efektivitas menggunakan rancangan *One Group Pretest–Posttest Design*. Data dikumpulkan melalui penilaian ahli, respon guru dan siswa, serta tes literasi budaya dan hasil belajar membaca. Analisis data dilakukan secara deskriptif kualitatif dan kuantitatif serta uji hipotesis. Hasil penelitian menunjukkan bahwa media komik digital bermuatan kearifan lokal Topeng Sidakarya memiliki tingkat validitas yang sangat baik, kepraktisan yang sangat positif, serta efektif meningkatkan literasi budaya dan hasil belajar membaca siswa dengan kategori peningkatan sedang hingga tinggi. Hasil uji hipotesis menunjukkan adanya perbedaan yang signifikan antara kemampuan siswa sebelum dan sesudah penggunaan media. Dengan demikian, media komik digital bermuatan kearifan lokal Topeng Sidakarya layak dan efektif digunakan sebagai media pembelajaran Bahasa Indonesia di sekolah dasar.

Kata Kunci: Komik Digital, Kearifan Lokal, Topeng Sidakarya, Literasi Budaya, Hasil Belajar Membaca

ABSTRACT

Yantika, I Wayan Ade (2026). *Development of a Digital Comic Learning Media Incorporating the Local Wisdom of the Sidakarya Mask to Improve Cultural Literacy and Reading Learning Outcomes of Fifth-Grade Elementary School Students. Thesis. Primary Education, Postgraduate Program, Ganesha University of Education.*

This thesis has been approved and examined by Supervisor I: Prof. Dr. Ida Bagus Putrayasa, M.Pd., and Supervisor II: Prof. Dr. I Nyoman Sudiana, M.Pd.

This study aims to produce and examine the validity, practicality, and effectiveness of a digital comic learning medium infused with the local wisdom of the Sidakarya Mask in improving cultural literacy and reading learning outcomes of fifth-grade elementary school students. The study employed a Research and Development (R&D) approach using the ADDIE model, which consists of the analysis, design, development, implementation, and evaluation stages. The research subjects were all fifth-grade students of SD Negeri 4 Peliatan, selected through total sampling. The effectiveness test applied a One Group Pretest–Posttest Design. Data were collected through expert validation, teacher and student responses, as well as tests of cultural literacy and reading learning outcomes. Data analysis was conducted using qualitative and quantitative descriptive techniques and hypothesis testing. The results indicate that the digital comic medium based on the local wisdom of the Sidakarya Mask demonstrates very high validity, very positive practicality, and is effective in improving students' cultural literacy and reading learning outcomes, with improvements ranging from moderate to high levels. Hypothesis testing revealed a significant difference in students' abilities before and after the use of the learning medium. Therefore, the digital comic learning medium infused with the local wisdom of the Sidakarya Mask is feasible and effective for use in Indonesian language learning at the elementary school level.

Keywords: Digital Comic, Local Wisdom, Sidakarya Mask, Cultural Literacy, Reading Learning Outcomes