

ABSTRAK

Cemara, Gusti Ayu Gita (2024), *Pengembangan Komik Digital Berbasis Etnosains Untuk Meningkatkan Literasi Sains Siswa Kelas V Sekolah Dasar*.

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Kata Kunci: *Komik Digital, Etnosains, Literasi Sains*.

Penelitian ini bertujuan menghasilkan media pembelajaran berupa komik digital berbasis etnosains untuk meningkatkan literasi sains siswa kelas V Sekolah Dasar yang valid, bermanfaat dan efektif. Penelitian ini menggunakan model pengembangan ADDIE melalui tahap analisis, perencanaan, pengembangan, implementasi dan evaluasi. Uji validitas materi dan media menggunakan instrumen *Learning Object Review Instrument* (LORI). Uji kebermanfaatan dilakukan menggunakan instrumen *User Experience Questionnaire* (UEQ). Pengujian efektivitas dilakukan melalui pre-eksperimental dengan desain *one group pre-test post-test*. Data hasil belajar IPAS dikumpulkan dengan tes dan dianalisis dengan uji-t berpasangan (*paired sampel t-test*) dan *effect size*. Penelitian ini sudah menghasilkan komik digital berbasis etnosains yang dapat diakses pada link: <https://educationmedia.online/KOMIK-DIGITAL-RANTAI-MAKANAN-SUBAK/index.html>. Komik digital memuat materi dengan representasi yang beragam yaitu, gambar, animasi, dan kuis interaktif. Hasil pengujian menemukan beberapa hal seperti berikut. (1) Validitas materi dan media sebesar 4,75 dengan kategori sangat baik. (2) Kebermanfaatan media pada aspek daya tarik, kejelasan, efisiensi, stimulasi, ketepatan dan kebaruan memperoleh nilai rata-rata 2,23 dengan kategori sangat baik. Dengan demikian komik digital berbasis etnosains dapat dinyatakan bermanfaat untuk digunakan. (3) Hasil uji hipotesis menggunakan *t-hitung paired samples test* untuk uji efektivitas mendapatkan hasil *t-hitung* 21,575 lebih besar dari *t-tabel* 2,056 menunjukkan bahwa media berpengaruh pada peningkatan literasi sains siswa. Hal ini didukung peningkatan hasil *pretest* dan *posttest* serta perhitungan *effect size* yang berkategori sangat besar. Hasil penelitian menunjukkan bahwa penggunaan komik digital berbasis etnosains mampu meningkatkan literasi sains siswa kelas V sekolah dasar, dengan demikian media yang dikembangkan dinyatakan valid, bermanfaat, dan efektif untuk digunakan dalam pembelajaran materi rantai makanan.

ABSTRAK

Cemara, Gusti Ayu Gita (2024), *Development of Ethnoscience-Based Digital Comics to Improve Science Literacy of Fifth-Grade Elementary School Students*. Thesis. Elementary Education, Postgraduate Program, Ganesha University of Education.

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Keywords: Digital Comics, Ethnoscience, Science Literacy

This research aims to produce learning media in the form of digital comics based on ethnoscience to improve the scientific literacy of fifth grade students. Elementary School Students who are valid, useful and effective This research uses the ADDIE development model through the stages of analysis, planning, development, implementation and evaluation. Material and media validity test using Learning Object Review Instrument (LORI) instrument. Practicality test was conducted using User Experience Questionnaire (UEQ) instrument. The effectiveness test is carried out through a pre-experimental design with one group pre-test post-test. Science learning outcome data are collected by test and analyzed by paired sampel t-test and effect size . This study has produced interactive multimedia based on ethnoscience that can be accessed on the link <https://educationmedia.online/KOMIK-DIGITAL-RANTAI-MAKANAN-SUBAK/index.html>. Digital comics contain materials with diverse representations, namely images, animations, and interactive quizzes. The test results found several things as follows. (1) The validity of the material and media was 4.75 with a very good category. (2) The usefulness of the media in the aspects of attractiveness, clarity, efficiency, stimulation, accuracy and novelty obtained an average value of 2.23 with a very good category. Thus, ethnoscience-based digital comics can be stated as useful for use. (3) The results of the hypothesis test using the paired samples t-test for the effectiveness test obtained a t-count result of 21.575 which was greater than the t-table of 2.056, indicating that the media had an effect on increasing students' scientific literacy. This was supported by an increase in the pretest and posttest results as well as the effect size calculation which was categorized as very large. These findings indicate that the use of ethnoscience-based digital comics significantly enhances the science literacy of fifth-grade elementary school students; therefore, the developed media are valid, beneficial, and effective for learning the topic of food chains.