

**PENGEMBANGAN KOMIK BERMUATAN KEARIFAN LOKAL *SUBAK*
BERBANTUAN *AUGMENTED REALITY* PADA MATERI HARMONI
DALAM EKOSISTEM SISWA KELAS V SD**

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ABSTRAK

Pengkajian ini dilatarbelakangi oleh sedikitnya motivasi belajar siswa serta kurang optimalnya pemanfaatan media pembelajaran pada muatan Ilmu Pengetahuan Alam dan Sosial (IPAS). Keadaan ini menjabarkan butuhnya gagasan baru media belajar yang menarik, kontekstual, juga sejalan pada sifat-sifat peserta didik sekolah dasar. Pengkajian ini berguna meluaskan juga menguji efektivitas komik bermuatan kearifan lokal *Subak* berbantuan *Augmented Reality* dalam mengoptimalkan motivasi belajar siswa. Pengkajian ini memakai cara Research and Development dengan model ADDIE yang meliputi tahap analisis, perencanaan, perluasan, pengaplikasian, juga penilaian. Subjek di pengkajian ini yakni media belajar berupa komik bermuatan kearifan lokal *Subak* berbantuan *Augmented Reality*, serta objek pengkajian mencakup jenjang validitas, kepraktisan, juga efektivitas media saat mengoptimalkan motivasi belajar siswa kelas V sekolah dasar. Instrumen akumulasi data berupa angket skala Likert yang dipakai guna meninjau validitas media oleh ahli, respon guru juga siswa pada kepraktisan media, serta kuesioner motivasi belajar dengan desain pengkajian *one-group pretest-posttest*. Temuan pengkajian menjabarkan jika media komik yang diluaskan punya jenjang kelayakan yang sangat baik berlandaskan penilaian para ahli juga mendapat respon yang sangat positif dari guru dan siswa hingga dinilai praktis dipakai saat belajar. Pemakaian komik bermuatan kearifan lokal *Subak* berbantuan *Augmented Reality* juga terbukti bisa mengoptimalkan motivasi belajar siswa setelah dipakai pada tahap belajar. Hal ini menjabarkan jika integrasi media visual berbasis cerita dengan teknologi interaktif bisa menumbuhkan pengalaman belajar yang lebih menarik dan bermakna bagi siswa. Hingga, media komik yang dikembangkan dinyatakan valid, praktis, dan efektif untuk digunakan dalam pembelajaran IPAS di sekolah dasar. Pengkajian ini memberi implikasi jika integrasi kearifan lokal dengan teknologi *Augmented Reality* dapat menjadi solusi inovasi media pembelajaran yang mendukung peningkatan motivasi belajar serta keterlibatan siswa dalam proses pembelajaran.

Kata Kunci: Pengembangan, Media Komik, *Subak*, *Augmented Reality*, Motivasi Belajar

***THE DEVELOPMENT OF COMICS CONTAINING SUBAK LOCAL
WISDOM ASSISTED BY AUGMENTED REALITY ON HARMONY
MATERIALS IN THE ECOSYSTEM OF GRADE V ELEMENTARY
SCHOOL STUDENTS***

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ABSTRACT

The low level of students' willingness to learn and the inefficient utilization of learning materials in the Natural and Social Sciences (IPAS) course served as the driving forces behind this study. These circumstances highlight the necessity for creative educational materials that are interesting, relevant, and in line with the traits of primary school pupils. The purpose of this study was to create and assess how well comics using Subak local knowledge, supported by augmented reality, may increase students' enthusiasm to learn. The research and development approach used in the study was based on the ADDIE model, which has stages for analysis, design, development, implementation, and evaluation. The study's focus was on the validity, usefulness, and efficacy of a learning medium in the form of comics that integrated Subak's traditional knowledge with Augmented Reality technology to boost fifth-grade elementary school students' motivation to learn. Likert scale questionnaires, expert validation sheets, teacher and student response questionnaires to evaluate the media's usefulness, and a learning motivation questionnaire with a one-group pretest-posttest design were used as data collection tools. The study's findings show that the created comic media attained a very high degree of viability according to professional assessments and got extremely favorable feedback from educators and learners, suggesting that the media is useful for use in the educational process. It has also been demonstrated that using comics with Augmented Reality to incorporate Subak local wisdom increases students' enthusiasm for study during class sessions. These results imply that educational students may have a more interesting and fulfilling experience when interactive technology and visual storytelling media are combined. For use in IPAS instruction in elementary schools, the created comic media is therefore regarded as legitimate, useful, and successful. According to this study, combining augmented reality technology with local knowledge can be a creative way to enhance students' enthusiasm and involvement in their education.

Keywords: *Development, Comic Media, Subak, Augmented Reality, Learning Motivation*