

**PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK DIGITAL  
INTERAKTIF UNTUK MENINGKATKAN MOTIVASI BELAJAR SISWA  
PADA MATERI KALIMAT EFEKTIF BAHASA INDONESIA  
KELAS IV SD**

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**ABSTRAK**

Penelitian ini dilatarbelakangi oleh rendahnya motivasi belajar siswa kelas IV SD pada materi kalimat efektif Bahasa Indonesia dan pemanfaatan media pembelajaran yang belum optimal. Hasil observasi menunjukkan rata-rata motivasi belajar siswa sebesar 57% yang berada pada kategori kurang. Kurangnya penggunaan media pembelajaran yang interaktif dan menarik menyebabkan siswa kurang antusias dalam mengikuti pembelajaran. Penelitian ini bertujuan untuk mengetahui (1) hasil rancang bangun media pembelajaran komik digital interaktif, (2) kelayakan media, dan (3) efektivitas media dalam meningkatkan motivasi belajar siswa. Penelitian ini merupakan penelitian pengembangan yang mengacu pada model ADDIE. Hasil penelitian menunjukkan bahwa: (1) hasil rancang bangun melalui tahapan model ADDIE menghasilkan media pembelajaran komik digital interaktif yang memadukan unsur visual, cerita, materi pembelajaran, fitur interaktif, serta umpan balik langsung untuk mendukung pembelajaran kalimat efektif dan meningkatkan motivasi belajar siswa; (2) media dinyatakan sangat layak berdasarkan hasil penilaian ahli isi sebesar 96,4%, ahli desain instruksional sebesar 93,8%, ahli media pembelajaran sebesar 96,4%, dan uji kepraktisan guru sebesar 91,7%; (3) hasil uji-t dependen menunjukkan nilai t-hitung sebesar 12,639 lebih besar daripada t-tabel sebesar 2,042 pada taraf signifikansi 5%, sehingga H<sub>0</sub> ditolak dan H<sub>1</sub> diterima. Hasil tersebut menunjukkan terdapat perbedaan yang signifikan antara motivasi belajar siswa sebelum dan sesudah penggunaan media. Dengan demikian, media pembelajaran komik digital interaktif efektif dalam meningkatkan motivasi belajar siswa kelas IV SD pada materi kalimat efektif Bahasa Indonesia.

Kata Kunci : Komik Digital, Media Interaktif, Kalimat Efektif, Motivasi Belajar, Bahasa Indonesia.

**DEVELOPMENT OF INTERACTIVE DIGITAL COMICS LEARNING  
MEDIA TO INCREASE STUDENTS' LEARNING MOTIVATION ON  
INDONESIAN EFFECTIVE SENTENCES MATERIAL  
CLASS IV PRIMARY SCHOOL**

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**ABSTRACT**

*This study was motivated by the low learning motivation of fourth-grade elementary school students in learning effective sentences in Indonesian language subjects and the suboptimal use of instructional media. The results of the initial observation showed that the average student learning motivation score was 57%, which was categorized as low. The limited use of interactive and engaging instructional media caused students to be less enthusiastic in participating in learning activities. This study aimed to determine (1) the design and development results of interactive digital comic learning media, (2) the feasibility of the media, and (3) the effectiveness of the media in improving students' learning motivation. This research employed a research and development approach based on the ADDIE model. The results showed that: (1) the design and development process through the ADDIE model produced an interactive digital comic learning media that integrated visual elements, storytelling, learning materials, interactive features, and direct feedback to support the learning of effective sentences and enhance students' learning motivation; (2) the media was categorized as highly feasible based on the evaluation results from content experts (96.4%), instructional design experts (93.8%), media experts (96.4%), and teacher practicality testing (91.7%); and (3) the results of the dependent t-test revealed that the t-value (12.639) was higher than the t-table value (2.042) at a 5% significance level, indicating that  $H_0$  was rejected and  $H_1$  was accepted. The findings demonstrated a significant difference in students' learning motivation before and after the implementation of the media. Therefore, the interactive digital comic learning media was proven effective in improving the learning motivation of fourth-grade elementary school students in learning effective sentences in Indonesian language subjects.*

*Keywords : Digital Comics, Interactive Media, Effective Sentences, Learning Motivation, Indonesian Language.*