

PENGEMBANGAN KOMIK DIGITAL BERBANTUAN *SPINNING GAME* UNTUK MENINGKATKAN HASIL BELAJAR IPAS SISWA KELAS IV SD

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ABSTRAK

Pengkajian pengembangan ini berupaya memperoleh rancang bangun, menjelaskan validitas, menjelaskan kepraktisan, dan menguji efektivitas komik digital berbantuan *spinning game* guna memaksimalkan hasil belajar IPAS siswa kelas IV SD. Model pengembangan yang dipakai ialah model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Pemilihan sampel penelitian memakai cara sampling jenuh, yakni memakai semua anggota populasi sebagai sampel. Cara pengakumulasian data memakai kuesioner juga tes pilihan ganda. Cara perumusan data memakai perumusan deskriptif kuantitatif. Temuan pengkajian ini ialah (1) media komik digital berbantuan *spinning game* termasuk kategori begitu valid berdasarkan hasil penilaian ahli media dengan persentase 94%, (2) penilaian ahli materi sejumlah 97,5% kelompok begitu valid, (3) penilaian respon praktisi sejumlah 95% kualifikasi sangat baik, (4) temuan uji coba perorangan sejumlah 93,3% kualifikasi begitu baik, juga (5) hasil uji coba kelompok kecil sejumlah 92,7% kualifikasi begitu baik. Temuan uji *paired sample t-test* didapat temuan jika t_{hitung} sejumlah 53,151 pada angka signifikansi (*Sig. 2-tailed*) sejumlah 0,000. Karenanya angka $0,000 < 0,05$, hingga H1 diterima dan H0 ditolak. Hal ini membuktikan ada ketidaksamaan yang signifikan pada hasil belajar IPAS siswa kelas IV SDN 2 Penglatan antara sebelum dan sesudah menggunakan media komik digital berbantuan *spinning game*.

Kata Kunci: Komik Digital, *Spinning Game*, IPAS, Hasil Belajar

**SPINNING GAME ASSISTED DIGITAL COMIC DEVELOPMENT TO
IMPROVE THE LEARNING OUTCOMES OF IPAS GRADE IV
ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

In order to enhance the learning outcomes of scientific students in grade IV elementary school, this development research attempts to create a design, explain validity, explain practicality, and evaluate the efficacy of spinning game-assisted digital comics. The ADDIE (Analyze, Design, Development, Implementation, Evaluation) development approach is employed. A saturation sampling strategy is used to choose research samples, meaning that every member of the population is used as a sample. Multiple-choice tests and questionnaires were employed as the data collection method. The method of data analysis makes use of quantitative descriptive analysis tools. The study's findings are as follows: (1) digital comic media assisted by spinning games is included in the very valid category based on the results of the assessment of media experts, with a percentage of 94%; (2) the assessment of material experts is 97.5% of the category is very valid; (3) the assessment of practitioner responses is 95% of the qualification is very good; (4) the results of individual trials are 93.3% of the qualifications are very good; and (5) the results of small group trials are 92.7%. With a significance value (Sig. 2-tailed) of 0.000, the paired sample t-test yielded a tcount of 53.151. Since the value is less than 0.05, H₀ is rejected and H₁ is approved. This demonstrates that the learning outcomes of IPAS students in grade IV at SDN 2 Penglatan change significantly before and after using digital comic media with the use of spinning games.

Keywords: *Digital Comics, Spinning Games, IPAS, Learning Outcomes*