

**PENGEMBANGAN KOMIK DIGITAL INTERAKTIF (*EDUVENTURE*)
BERPENDEKATAN *MEANINGFUL LEARNING* UNTUK
MENINGKATKAN KEMAMPUAN BERPIKIR KRITIS SISWA KELAS
IV SD**

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ABSTRAK

Rendahnya kemampuan berpikir kritis siswa sekolah dasar menjadi permasalahan penting dalam pembelajaran IPAS. Hal ini disebabkan oleh penggunaan media pembelajaran yang masih konvensional, kurang interaktif, dan belum mengaitkan materi dengan pengalaman nyata siswa, sehingga pembelajaran kurang bermakna. Kondisi tersebut berdampak pada kurang optimalnya kemampuan dalam menganalisis, mengevaluasi, dan menarik kesimpulan. Penelitian ini bertujuan untuk mengembangkan media komik digital interaktif (*Eduventure*) berpendekatan *meaningful learning*, serta menguji validitas, kepraktisan, dan keefektifannya dalam meningkatkan kemampuan berpikir kritis siswa kelas IV SD. Penelitian ini menggunakan pendekatan *Research and Development* (R&D) dengan model ADDIE yang meliputi tahap *analysis, design, development, implementation, dan evaluation*. Subjek penelitian adalah siswa kelas IV SD Negeri 3 Kalibukbuk. Data dikumpulkan melalui angket validasi ahli media dan ahli materi, angket respons guru dan siswa, serta tes kemampuan berpikir kritis (*pretest dan posttest*). Analisis data dilakukan menggunakan teknik deskriptif kuantitatif, uji normalitas, uji homogenitas, uji *Paired Sample T-Test*, serta perhitungan *N-gain score*. Hasil penelitian menunjukkan bahwa media komik digital interaktif memiliki kualifikasi sangat *valid* berdasarkan hasil validasi ahli media dengan skor rata-rata 3,80 dan ahli materi dengan skor rata-rata 3,83. Media juga memperoleh tingkat kepraktisan sangat baik berdasarkan respons guru sebesar 97,5% dan respons siswa sebesar 98%. Selain itu, media terbukti efektif dalam meningkatkan kemampuan berpikir kritis siswa yang ditunjukkan oleh hasil uji *Paired Sample T-Test* dengan nilai Sig. (*2-tailed*) sebesar 0,000 ($<0,05$), sehingga terdapat perbedaan yang signifikan antara hasil *pretest* dan *posttest*. Hasil uji *N-gain* memperoleh skor rata-rata sebesar 0,6405 dengan kategori sedang dan persentase *N-gain* sebesar 64,05% yang termasuk dalam kategori cukup efektif. Dengan demikian, media komik digital interaktif (*Eduventure*) berpendekatan *meaningful learning* layak digunakan sebagai alternatif media pembelajaran IPAS untuk meningkatkan kemampuan berpikir kritis siswa sekolah dasar.

Kata kunci: komik digital interaktif, *meaningful learning*, kemampuan berpikir kritis.

**DEVELOPMENT OF INTERACTIVE DIGITAL COMICS
(EDUVENTURE) USING A MEANINGFUL LEARNING APPROACH TO
IMPROVE CRITICAL THINKING ABILITIES OF GRADE IV
ELEMENTARY SCHOOL STUDENTS**

ABSTRACT

The low level of critical thinking skills among elementary school students has become an important issue in science and social studies (IPAS) learning. This problem is caused by the use of conventional learning media that are less interactive and fail to connect learning materials with students' real-life experiences, resulting in less meaningful learning. Consequently, students' abilities to analyze, evaluate, and draw conclusions are not optimally developed. This study aimed to develop an interactive digital comic (Eduventure) based on the meaningful learning approach and to examine its validity, practicality, and effectiveness in improving the critical thinking skills of fourth-grade elementary school students. This study employed a Research and Development (R&D) approach using the ADDIE model, which consists of the stages of analysis, design, development, implementation, and evaluation. The research subjects were fourth-grade students of SD Negeri 3 Kalibukbuk. Data were collected through media expert and material expert validation questionnaires, teacher and student response questionnaires, and critical thinking skills tests (pretest and posttest). Data were analyzed using quantitative descriptive techniques, normality tests, homogeneity tests, Paired Sample T-Test, and N-gain score analysis. The results showed that the interactive digital comic achieved a very high level of validity, with an average score of 3.80 from media experts and 3.83 from material experts. The media also demonstrated excellent practicality, as indicated by teacher responses of 97.5% and student responses of 98%. Furthermore, the media was proven effective in improving students' critical thinking skills, as evidenced by the Paired Sample T-Test result with a significance value (Sig. 2-tailed) of 0.000 (< 0.05), indicating a significant difference between pretest and posttest scores. The N-gain analysis yielded an average score of 0.6405, which falls into the moderate category, while the N-gain percentage reached 64.05%, indicating that the media was sufficiently effective. Therefore, the interactive digital comic (Eduventure) based on the meaningful learning approach is feasible to be used as an alternative learning media in IPAS learning to improve elementary school students' critical thinking skills.

Keywords: interactive digital comic, meaningful learning, critical thinking skills.