

ABSTRAK

Sembiring, Febriella H, A., (2026), Pengembangan Media Komik Digital Budaya Sekolah Humanis Kristiani Berbasis Nilai-Nilai Don Bosco di Kelas III SD Swasta Santo Petrus Medan, Tesis, Pendidikan Dasar, Pascasarjana, Universitas Pendidikan Ganesha.

Tesis ini sudah disetujui dan diperiksa oleh Pembimbing I: Prof. Dr. I Gede Margunayasa, S.Pd.,M.Pd dan Pembimbing II: Prof. Dr. Dewa Bagus Sanjaya, M.Si

Kata Kunci: Pengembangan, Komik Digital, Nilia-Nilai Don Bosco, Sekolah Dasar

Penelitian ini bertujuan untuk menghasilkan komik digital Budaya Sekolah Humanis Kristiani Berbasis Nilai-Nilai Don Bosco yang teruji validitas, kepraktisan, dan efektifitasnya di sekolah SD Swasta Santo Petrus Medan. Pengembangan media komik dilakukan dengan menggunakan model ADDIE yang meliputi tahap-tahap analisis, desain, pengembangan, implementasi dan evaluasi. Komik yang berjudul “Nilai-Nilai Don Bosco” ini memiliki berbagai ilustrasi dari situasi yang menggambarkan mengenai nilai-nilai don bosco yang dapat diterapkan dan diimplementasikan disekolah, ilustrasi dikembangkan dengan canva dan generative AI, selain berbagai ilustrasi, didalam komik ini juga mencakup kuis interaktif untuk meningkatkan keterlibatan siswa dan pemahaman siswa dalam pembelajaran. penelitian ini dilaksanakan di SD Swasta Santo Petrus Medan dengan instrument pengumpulan data berupa kuesioner validitas (materi, media, dan Bahasa), angket kepraktisan guru dan siswa serta angket efektifitas yang dilihat dari hasil pretest dan posttest siswa. Hasil analisis data menunjukkan bahwa komik digital “nilai-nilai don bosco” memenuhi kriteria sangat layak dengan nilai hasil penilaian validator media 88,6% dan 100%, validator materi 84% dan 100%, validator Bahasa 90%. Komik digital ini juga memenuhi katerohi sangat praktis melalui Penilaian guru dengan nilai maksimal mencapai 91,67 dan 89. Komik ini juga memenuhi kategori sangat efektif melalui hasil kuesioner siswa dengan nilai presentase mencapai 4,27 dan nilai N-Gain mencapai 0,71 atau 71% dan masuk kedalam interpretasi N-Gain Tinggi.

ABSTRACT

Sembiring, Febriella H, A., (2026), Development of Digital Comic Media for Christian Humanist School Culture Based on Don Bosco Values in Grade III of Santo Petrus Private Elementary School, Medan, Thesis, Elementary Education, Postgraduate, Ganesha University of Education.

This thesis has been approved and reviewed by Supervisor I: Prof. Dr. I Gede Margunayasa, S.Pd., M.Pd., and Supervisor II: Prof. Dr. Dewa Bagus Sanjaya, M.Si.

Keywords: Development, Digital Comics, Don Bosco Values, Elementary School

This study aims to produce a digital comic on Christian Humanistic School Culture Based on Don Bosco's Values, the validity, practicality, and effectiveness of which have been tested at Santo Petrus Private Elementary School in Medan. The comic was developed using the ADDIE model, which includes the stages of analysis, design, development, implementation, and evaluation. Titled "Don Bosco's Values," this comic features various illustrations depicting situations that illustrate Don Bosco's values, which can be applied and implemented in schools. The illustrations were created using Canva and generative AI. In addition to the illustrations, the comic includes interactive quizzes to enhance student engagement and understanding during learning. This study was conducted at Santo Petrus Private Elementary School in Medan using data collection instruments such as validity questionnaires (content, media, and language), teacher and student practicality surveys, and effectiveness surveys based on students' pretest and posttest results. The results of the data analysis show that the digital comic "Don Bosco's Values" meets the "highly appropriate" criteria, with scores of 88.6% and 100% from the media validators, 84% and 100% from the content validators, and 90% from the language validators. This digital comic also meets the "highly practical" category based on teacher evaluations, with maximum scores of 91.67 and 89. It also meets the "highly effective" category based on student questionnaire results, with a percentage score of 4.27 and an N-Gain score of 0.71 (71%), which falls under the "High N-Gain" interpretation.