

**PENGEMBANGAN MEDIA KOMIK DIGITAL BERBASIS KEARIFAN  
LOKAL BALI MATA PELAJARAN IPAS UNTUK MENINGKATKAN  
HASIL BELAJAR SISWA SD NO. 2 SANGEH**

**Oleh**

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**ABSTRAK**

Rendahnya hasil belajar IPAS siswa disebabkan oleh penggunaan media pembelajaran yang kurang variatif dan belum terintegrasi dengan kearifan lokal sehingga pembelajaran kurang menarik dan bermakna. Pemanfaatan media digital berbasis budaya lokal juga belum optimal dalam mendukung pembelajaran interaktif. Penelitian ini bertujuan menganalisis rancang bangun, validitas, kepraktisan, dan efektivitas media komik digital berbasis kearifan lokal Bali dalam meningkatkan hasil belajar IPAS siswa sekolah dasar. Penelitian ini menggunakan metode R&D model ADDIE. Subjek penelitian meliputi 30 siswa, 4 ahli, 3 siswa uji perorangan, dan 9 siswa uji kelompok kecil. Data dikumpulkan melalui observasi, wawancara, angket, dan tes, kemudian dianalisis menggunakan analisis deskriptif dan uji-t. Hasil penelitian menunjukkan validitas media berada pada kategori sangat baik (94,16%–100%) dan hasil uji-t menunjukkan  $t_{hitung}(54,46) > t_{tabel}(2,045)$  sehingga media efektif meningkatkan hasil belajar siswa. Simpulan penelitian menunjukkan media layak digunakan, sedangkan implikasinya media dapat menjadi alternatif pembelajaran IPAS yang interaktif, kontekstual, dan berbasis budaya lokal.

**Kata Kunci:** Komik Digital, Kearifan Lokal Bali, Hasil Belajar, IPAS, Media Pembelajaran

***DIGITAL COMIC MEDIA BASED ON BALINESE LOCAL WISDOM FOR  
NATURAL AND SOCIAL SCIENCES (IPAS) SUBJECTS TO IMPROVE  
LEARNING OUTCOMES FOR GRADE III ELEMENTARY SCHOOL  
STUDENTS***

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***ABSTRACT***

*Low IPAS learning outcomes were caused by limited and less contextual learning media that were not integrated with Balinese local wisdom. The use of local culture-based digital media also had not optimally supported interactive learning. This study aimed to analyze the design, validity, practicality, and effectiveness of digital comic media based on Balinese local wisdom to improve elementary students' IPAS learning outcomes. This research employed the ADDIE Research and Development model. The subjects consisted of 30 students, 4 experts, 3 students in individual trials, and 9 students in small-group trials. Data were collected through observations, interviews, questionnaires, and tests, then analyzed using descriptive analysis and t-tests. The results showed excellent validity scores ranging from 94.16% to 100%, while the t-test result indicated  $t_{count} (54.46) > t_{table} (2.045)$ . Therefore, the media was feasible, effective, and applicable as interactive, contextual, and culture-based IPAS learning media, supporting meaningful learning experiences for elementary students.*

***Keywords:*** Digital Comic, Balinese Local Wisdom, Learning Outcomes, IPAS, Learning Media