

PENGEMBANGAN E-KOMIK INTERAKTIF BERBASIS MODEL *TEAMS GAMES TOURNAMENT* UNTUK MENINGKATKAN MINAT BELAJAR PADA MATA PELAJARAN PENDIDIKAN PANCASILA SISWA KELAS V SD

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ABSTRAK

Penelitian pengembangan ini bertujuan untuk (1) mengetahui hasil rancang bangun E-Komik Interaktif berbasis model *Teams Games Tournament*, (2) mengetahui validitas E-Komik Interaktif berbasis model *Teams Games Tournament*, (3) mengetahui kepraktisan E-Komik Interaktif berbasis model *Teams Games Tournament*, dan (4) mengetahui efektivitas E-Komik Interaktif berbasis model *Teams Games Tournament* dalam meningkatkan minat belajar siswa kelas V SD Negeri 2 Bukian. Penelitian ini merupakan penelitian pengembangan dengan model ADDIE yang meliputi tahap *analysis, design, development, implementation*, dan *evaluation*. Subjek penelitian terdiri atas ahli rancang bangun, ahli materi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran, guru, dan 38 siswa kelas V. Metode pengumpulan data yang digunakan yaitu wawancara, observasi, dan angket. Data dianalisis menggunakan analisis deskriptif kualitatif, analisis deskriptif kuantitatif, dan analisis statistik inferensial. Hasil penelitian menunjukkan bahwa rancang bangun produk memperoleh penilaian dari ahli rancang bangun I sebesar 94,12% dan ahli rancang bangun II sebesar 95,59% dengan kualifikasi sangat baik. Validitas produk memperoleh penilaian dari ahli materi I dan II masing-masing sebesar 97,92%, ahli desain pembelajaran I dan II masing-masing sebesar 93,75%, serta ahli media I dan II masing-masing sebesar 93,75%, yang seluruhnya berada pada kualifikasi sangat baik. Kepraktisan produk juga memperoleh kualifikasi sangat baik dengan hasil uji coba perorangan sebesar 97,02%, uji coba kelompok kecil sebesar 97,42%, serta respon guru I sebesar 96,74% dan guru II sebesar 97,83%. Hasil uji efektivitas menunjukkan rata-rata skor sebelum perlakuan sebesar 43,50 dan setelah perlakuan sebesar 64,68. Hasil uji-t menunjukkan bahwa nilai t_{hitung} sebesar 21,17 lebih besar daripada t_{tabel} sebesar 2,026 ($21,17 > 2,026$) pada taraf signifikansi 5%, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, E-Komik Interaktif berbasis model *Teams Games Tournament* dinyatakan valid, praktis, dan efektif untuk meningkatkan minat belajar siswa kelas V SD Negeri 2 Bukian.

Kata kunci: E-Komik Interaktif, *Teams Games Tournament*, Minat Belajar, Pendidikan Pancasila, Sekolah Dasar.

**DEVELOPMENT OF AN INTERACTIVE E-COMICS BASED ON THE
TEAMS GAMES TOURNAMENT MODEL TO IMPROVE LEARNING
INTEREST IN PANCASILA EDUCATION FOR FIFTH GRADE
ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

This research and development study aims to (1) determine the design and development results of an Interactive E-Comic based on the Teams Games Tournament model, (2) assess its validity, (3) evaluate its practicality, and (4) determine its effectiveness in increasing the learning interest of fifth-grade students at SD Negeri 2 Bukian. This study employs the ADDIE development model, which comprises five phases: analysis, design, development, implementation, and evaluation. The research subjects consisted of design and development experts, instructional material experts, instructional design experts, media experts, teachers, and 38 fifth-grade students. Data were collected through interviews, observations, and questionnaires, and analyzed using qualitative descriptive analysis, quantitative descriptive analysis, and inferential statistical analysis. The results indicated that the product design received a score of 94.12% from the first design expert and 95.59% from the second design expert, both falling into the "excellent" category. In terms of product validity, the first and second instructional material experts both gave a score of 97.92%; the first and second instructional design experts both gave 93.75%; and the first and second media experts both gave 93.75%, all of which were classified as "excellent." The product's practicality also achieved an "excellent" rating, with individual trial results at 97.02%, small-group trials at 97.42%, and teacher responses at 96.74% (Teacher I) and 97.83% (Teacher II). Furthermore, the effectiveness test revealed an increase in the mean score from 43.50 before the treatment to 64.68 after the treatment. The t-test results showed that the t_{count} value of 21.17 was greater than the t_{table} value of 2.026 ($21.17 > 2.026$) at a 5% significance level, leading to the rejection of H_0 and the acceptance of H_1 . Consequently, the Interactive E-Comic based on the Teams Games Tournament model is declared valid, practical, and effective in enhancing the learning interest of fifth-grade students at SD Negeri 2 Bukian.

Keywords: *Interactive E-Comic, Teams Games Tournament, Learning Interest, Pancasila Education, Elementary School.*