

PENGEMBANGAN MEDIA KOMIK STRIP BERBANTUAN MASALAH KONTEKSTUAL UNTUK MENINGKATKAN HASIL BELAJAR SISWA KELAS IV MATERI TEKS PROSEDUR MUATAN BAHASA INDONESIA SD NO. 3 SANGEH

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya minat baca dan hasil belajar siswa pada materi teks prosedur dalam pembelajaran Bahasa Indonesia. Siswa masih mengalami kesulitan dalam menyusun ide secara runtut, memahami struktur teks prosedur, serta kurang tertarik membaca karena pembelajaran yang cenderung monoton. Oleh karena itu, diperlukan media pembelajaran yang menarik dan kontekstual untuk membantu meningkatkan pemahaman siswa. Penelitian ini bertujuan untuk mengembangkan media komik strip berbantuan masalah kontekstual serta mengetahui validitas dan efektivitas penggunaannya dalam meningkatkan hasil belajar siswa kelas IV sekolah dasar. Penelitian ini menggunakan metode Research and Development (R&D) dengan model ADDIE yang meliputi tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Subjek penelitian terdiri atas 15 siswa kelas IV. Teknik pengumpulan data dilakukan melalui observasi, wawancara, angket, dan tes hasil belajar berupa pre-test dan post-test. Hasil penelitian menunjukkan bahwa media komik strip yang dikembangkan dinyatakan layak berdasarkan validasi ahli materi, ahli desain pembelajaran, dan ahli media. Hasil uji hipotesis menunjukkan bahwa nilai thitung sebesar 36,85 lebih besar dibandingkan ttabel sebesar 2,145 pada taraf signifikansi 5% dengan db = 14 sehingga H0 ditolak dan H1 diterima. Dengan demikian, media komik strip berbantuan masalah kontekstual efektif digunakan dalam pembelajaran Bahasa Indonesia dan mampu meningkatkan hasil belajar siswa.

Kata Kunci: Media Komik Strip, Masalah Kontekstual, Hasil Belajar

ABSTRACT

This study was motivated by students' low reading interest and learning outcomes in procedural text materials in Indonesian language learning. Students still experienced difficulties in organizing ideas coherently, understanding the structure of procedural texts, and showed low interest in reading due to monotonous learning activities. Therefore, an interesting and contextual learning medium was needed to improve students' understanding. This study aimed to develop strip comic media assisted by contextual problems and to determine its validity and effectiveness in improving the learning outcomes of fourth-grade elementary school students. This research employed the Research and Development (R&D) method using the ADDIE model, which consists of analysis, design, development, implementation, and evaluation stages. The research subjects consisted of 15 fourth-grade students. Data collection techniques included observation, interviews, questionnaires, and learning outcome tests in the form of pre-tests and post-tests. The results showed that the developed strip comic media was considered valid based on material expert, instructional design expert, and media expert validations. The hypothesis testing results indicated that the t-count value of 36.85 was higher than the t-table value of 2.145 at a 5% significance level with $db = 14$; therefore, H_0 was rejected and H_1 was accepted. Thus, strip comic media assisted by contextual problems was effective in Indonesian language learning and improved students' learning outcomes.

Keywords: *Strip Comic Media, Contextual Problems, Learning Outcomes*