

PENGEMBANGAN KOMIK DIGITAL BERBASIS MODEL PEMBELAJARAN *PROBLEM BASED LEARNING* UNTUK MENINGKATKAN KARAKTER KEJUJURAN SISWA KELAS III SD

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ABSTRAK

Penelitian ini memiliki tujuan untuk mengembangkan media komik digital berbasis model pembelajaran *Problem Based Learning* (PBL) untuk meningkatkan karakter kejujuran siswa kelas III SD. Jenis penelitian ini yakni penelitian dan pengembangan (*Research and Development*) menggunakan model ADDIE (*Analyze, Design, Develop, Implement, Evaluate*). Pengumpulan data menggunakan metode kuesioner/angket dan tes (rekapitulasi nilai *pre-test* dan *post-test*). Hasil validasi ahli materi menunjukkan persentase sebesar 87,1% (Sangat Layak), sedangkan validasi ahli media memperoleh 93,1% (Sangat Layak). Uji kepraktisan oleh respon guru menunjukkan tingkat kepraktisan sebesar 96% (Sangat Praktis). Berdasarkan uji efektivitas menggunakan uji-t berpasangan (*paired sample t-test*), diperoleh nilai signifikansi 0,000 ($< 0,05$), dengan kenaikan rerata nilai dari 33 (*pre-test*) menjadi 51,78 (*post-test*). Simpulan penelitian ini yakni media komik digital berbasis PBL valid, praktis, dan efektif dalam meningkatkan karakter kejujuran siswa kelas III SD.

Kata Kunci: Komik Digital, *Problem Based Learning*, Karakter Kejujuran, Siswa Sekolah Dasar

DEVELOPMENT OF A DIGITAL COMIC BASED ON THE PROBLEM-BASED LEARNING MODEL TO ENHANCE THE HONESTY CHARACTER OF THIRD- GRADE ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

The purpose of this study was to develop a digital comic learning medium incorporating the Problem-Based Learning (PBL) model to strengthen the honesty character of third-grade elementary school students. This study employed a Research and Development (R&D) methodology following the ADDIE framework, which consists of the Analyze, Design, Develop, Implement, and Evaluate stages. Data were gathered through questionnaires and tests by comparing students' pre-test and post-test results. The results of content expert validation showed a percentage of 87.1% (Highly Acceptable), while media expert validation reached 93.1% (Highly Acceptable). The practicality test based on teacher feedback indicated a practicality level of 96% (Highly Practical). Furthermore, the paired-samples t-test revealed a statistically significant improvement ($p = 0.000 < 0.05$), with the mean score increasing from 33 on the pre-test to 51.78 on the post-test. These findings demonstrate that the developed PBL-based digital comic is a valid, practical, and effective instructional medium for improving honesty character among third-grade elementary school students.

Keywords: *Digital Comics, Problem-Based Learning, Honesty Character, Elementary School Students*