

PENGEMBANGAN *E-COMIC* BERBASIS *PROBLEM SOLVING* UNTUK MELATIH KEMAMPUAN BERPIKIR KREATIF SISWA PADA MATERI PECAHAN KELAS II SD NEGERI 6 UBUNG

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ABSTRAK

Penelitian ini bertujuan untuk (1) mengetahui rancang bangun media pembelajaran *e-comic* berbasis *Problem solving* untuk melatih kemampuan berpikir kreatif siswa (2) mengetahui kelayakan media pembelajaran *e-comic* berbasis *Problem solving* untuk melatih kemampuan berpikir kreatif siswa, dan (3) mengetahui efektivitas media pembelajaran *e-comic* berbasis *Problem solving* untuk melatih kemampuan berpikir kreatif siswa. Tipe penelitian pengembangan (*R&D*) ini menggunakan model ADDIE. Metode pengumpulan data yang digunakan adalah kuesioner dan non-tes (rubrik penilaian). Uji produk terdiri atas 1 orang ahli rancang bangun, 1 orang ahli isi materi, 1 orang ahli desain instruksional, 1 orang ahli media pembelajaran, 3 orang subjek uji coba perorangan, dan 9 orang uji coba kelompok kecil. Teknik analisis data yang digunakan adalah teknik deskriptif kuantitatif dan statistika inferensial. Hasil penelitian ini menemukan bahwa: (a) Uji rancang bangun berkualifikasi sangat layak (90,00%); (b) Uji isi materi berkualifikasi sangat layak (96,00%); (c) Uji desain instruksional berkualifikasi sangat layak (98,00%); (d) Uji media pembelajaran berkualifikasi layak (90,00%); (e) Uji coba perorangan berkualifikasi sangat layak (96,3%); (f) Uji kelompok kecil berkualifikasi sangat layak (96,4%). Berdasarkan uji-t yang telah dilakukan, didapatkan bahwa t_{hitung} 4,938 untuk dk-22 signifikan 5% t_{tabel} 2,074. Hal ini berarti $t_{hitung} > t_{tabel}$ atau t_{hitung} lebih besar dari t_{tabel} , sehingga H_0 ditolak dan H_1 diterima. Berdasarkan kriteria pengujian, H_0 ditolak dan H_1 diterima yang artinya terdapat perbedaan yang signifikan (5%) meningkatkannya kemampuan berpikir kreatif siswa kelas II SD Negeri 6 Ubung sebelum dan sesudah digunakannya media *e-comic* berbasis *Problem solving*.

ABSTRAK

The low level of creative thinking skills among elementary school students in mathematics learning indicates that instruction has not fully encouraged students to explore ideas and generate alternative solutions. In addition, less engaging and insufficiently contextual learning media makes it difficult for students to understand fraction concepts. This study aimed to analyze the design, feasibility, and effectiveness of a Problem Solving-based E-comic in fostering creative thinking skills. This research employed a research and development approach using the ADDIE model. The subjects consisted of four experts: a design expert, a content expert, an instructional design expert, and a learning media expert. Trial participants included three students in the individual trial, nine students in the small-group trial, and 23 students in the field trial. Data were collected through observation, interviews, questionnaires, and tests using observation sheets, interview guides, questionnaires, and tests. Data were analyzed using quantitative and qualitative descriptive analysis and a paired-samples t-test. The results indicate that the developed learning media was evaluated as excellent by experts in instructional design, content, media development, and educational technology. Furthermore, individual and small-group evaluations demonstrated that the media was highly acceptable to users. The effectiveness assessment further revealed that the use of the learning media significantly improved students' learning outcomes, indicating that it is effective in supporting the learning process. In conclusion, the Problem Solving-based E-comic is feasible for fostering creative thinking skills. Its implication is that the media can support twenty-first-century skills.

Kata Kunci : E-Comic, Problem solving, Berpikir Kreatif

