

**PENGEMBANGAN MEDIA KOMIK *DIGITAL* BERBASIS BUDAYA BALI
PADA MATERI GAYA UNTUK MENINGKATKAN HASIL BELAJAR
SISWA KELAS IV**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa komik digital berbasis budaya Bali pada materi gaya untuk siswa kelas IV SD. Penelitian ini juga bertujuan untuk mengetahui kelayakan, kepraktisan, dan efektivitas media dalam meningkatkan hasil belajar siswa. Metode yang digunakan adalah Research and Development (R&D) dengan model ADDIE yang meliputi tahap Analyze, Design, Development, Implementation, dan Evaluation. Hasil penelitian menunjukkan bahwa komik digital yang dikembangkan memiliki tingkat kelayakan yang sangat baik berdasarkan penilaian ahli media dan ahli materi. Media ini juga dinilai sangat praktis berdasarkan respons guru dan siswa. Selain itu, hasil uji efektivitas menggunakan desain One Group Pre-test Post-test menunjukkan adanya peningkatan hasil belajar siswa setelah menggunakan media komik digital. Oleh karena itu, komik digital berbasis budaya Bali dinyatakan layak dan efektif digunakan sebagai alternatif media pembelajaran IPAS pada materi gaya di kelas IV SD.

Kata kunci: addie, budaya bali, hasil belajar, ipas, komik digital, materi gaya

**DEVELOPING DIGITAL COMIC MEDIA BASED ON BALI CULTURE
ON STYLE TO IMPROVE LEARNING OUTCOMES OF GRADE IV
STUDENTS**

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ABSTRACT

This study aims to develop a Balinese culture-based digital comic learning media on the topic of force for fourth-grade elementary school students. The study also aims to determine the feasibility, practicality, and effectiveness of the media in improving students' learning outcomes. The research method used was Research and Development (R&D) with the ADDIE model, which consists of the stages of Analyze, Design, Development, Implementation, and Evaluation. The results showed that the developed digital comic had a very high level of feasibility based on evaluations from media and material experts. The media was also considered highly practical based on teachers' and students' responses. In addition, the effectiveness test using the One Group Pre-test Post-test design showed a significant improvement in students' learning outcomes after using the digital comic media. Therefore, the Balinese culture-based digital comic is considered feasible and effective as an alternative learning media for science and social studies (IPAS) on the topic of force in fourth-grade elementary school.

Keyword: *addie, balinese culture, digital comics, learning outcomes style material, science*