Pengembangan Media Pembelajaran E-Komik Pendidikan Membentuk Karakter Pada Mata Pelajaran Bahasa Indonesia Siswa Kelas V Sd N 7 Kampung Baru Tahun Ajaran 2019/2020

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan proses pengembangan media E-komik pendidikan pada mata pelajaran Bahasa Indonesia kelas V, (2) mendeskripsikan hasil validitas pengembangan dari media E-komik pendidikan pada mata pelajaran Bahasa Indonesia kelas V. Subjek pada penelitian ini yaitu 2 ahli mata pelajaran, 1 ahli desain pembelajaran, 1 ahli media pembelajaran, 3 siswa untuk uji perorangan, dan 6 siswa untuk uji kelompok kecil. Metode yang digunakan dalam mengumpulkan data penelitian yaitu kuesioner, wawancara dan observasi. Teknik analisis data yang digunakan pada penelitian inni adalah analisis deskriptif kualitatif dan analisis deskriptif kuantitatif. Hasil penelitian yaitu (1) proses pengembangan E-komik Pendidikan pada mata pelajaran Bahasa Indonesia kelas V dengan menggunakan model ADDIE, yang meliputi lima tahapan yaitu analisis (*analysis*), perancangan (*design*), pengembangan (*development*), implementasi (*implementation*), dan evaluasi (*evaluation*). (2) hasil validasi E-komik pendidikan yaitu (a) hasil validasi ahli isi mata pelajaran 1,00 (sangat tinggi), (b) hasil validasi ahli desain pembelajaran 81,66% (baik), (c) hasil validasi ahli media pembelajaran 89% (baik), (d) hasil uji perorangan 94,86% (sangat baik), dan (e) hasil uji kelompok kecil 89,99% (baik).

Kata-kata Kunci: E-Komik Pendidikan, Pendidikan Karakter

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ABSTRAK

Lack of learning media, especially in Indonesian subjects, exceedingly teachers and students only use the textbook that provides by the school. Because of that, these research aims are to design educational e-comic media development structures to form character education and to determine the validity of the development of educational e-comic media to form characters. The research subjects consist of two subject experts, such as an instructional design expert and an instructional of media expert. There are three students for individual testing and six students for small group testing. The data collection method is used questionnaires, interviews, and observation. The design of educational e-comics includes five stages, such as the analysis stage, the design stage, the development stage, the implementation stage, and the evaluation stage. This educational e-comic is valid by (a) the results of the review by subject content experts show that the educational e-comic has a very high predicate (1.00). (b) The results of the learning design expert's review show that this educational e-comic gets a good predicate (81.66%) (c) The review results from instructional media experts show that this educational e-comic gets a very good predicate (89%). (d) The results of the review from the individual test show that this educational e-comic gets a very good predicate (94.86%) (e), And the review results from the small group test show that this educational e-comic gets a good predicate (89.99%). The results of this research indicate that educational e-comics that prioritize the character education that are possible to be applied, and this research is expected to increase student learning motivation and also in improving student learning outcomes.

Kata-kata Kunci: *Educational E-Comics, Character Education*