

Fani Efriza Alfariansyah. 2022. Pengembangan Komik Pembelajaran Materi Tata Letak pada Pelajaran Dasar Desain Grafis Kelas X SMK. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Muchamad Arif.

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui prosedur serta kelayakan media komik pembelajaran untuk materi tata letak kelas X SMK. Penelitian dilaksanakan di SMK Negeri 1 Jepara, dengan subjek penelitian yaitu kelas X Teknik Komputer dan Jaringan. Penelitian menggunakan model ADDIE (Analyze, Design, Development, Implementation, Evaluation). Prosedur dalam pengembangan komik dimulai dengan pembuatan storyline, desain kasar, desain final, pewarnaan, finalisasi layout kemudian dikembangkan dalam bentuk aplikasi dengan bantuan Flip PDF Corporate dan Website 2 APK Builder. Kelayakan dari media komik yang dikembangkan dapat dikategorikan layak digunakan karena mendapat penilaian 89% dari ahli media, 98% dari ahli materi, 93% dari uji coba perorangan, 91% dari uji coba kelompok kecil dan 82% dari uji coba kelompok besar.

Kata kunci : desain grafis, komik pembelajaran, model ADDIE, tata letak

Fani Efriza Alfariansyah. 2022. Development of Learning Comics for Layout Materials in Basic Graphic Design Lessons for grade X Vocational High School. Thesis, Informatics Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor: Muchamad Arif.

ABSTRACT

The purpose of this study was to determine the procedure and the feasibility of learning comic media for layout material for class X SMK. The research was carried out at SMK Negeri 1 Jepara, with the research subject being class X Computer and Network Engineering. This research uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. The procedure in developing comics begins with making a storyline, rough design, final design, coloring, finalizing the layout and then developing it in the form of an application with the help of Flip PDF Corporate and Website 2 APK Builder. The feasibility of the developed comic media can be categorized as suitable for use because it gets an assessment of 89% from media experts, 98% from material experts, 93% from individual trials, 91% from small group trials and 82% from large group trials.

Key words: Graphic Design, Learning Comic, ADDIE Model, Layout