

Latifatul Karimah. 2022. *Pengembangan Media Pembelajaran Komik Digital Berbasis Potensi Daerah Pamekasan Untuk Tema 7 Subtema 1 Kelas IV Sekolah Dasar*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ade Cyntia Pritasari, S.Pd., M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh keterbatasan penggunaan media pembelajaran dalam proses pembelajaran. Mengaitkan potensi daerah pada media pembelajaran dapat memudahkan siswa dalam memahami materi. Tujuan penelitian dan pengembangan ini adalah menghasilkan produk media pembelajaran komik digital berbasis potensi daerah Pamekasan yang valid, efektif. Penelitian Pengembangan ini menggunakan model 4D. Model ini memiliki 4 tahapan *define* (pendefinisian), *design* (perancangan), *development* (pengembangan) dan *dissiminate* (penyebarluasan). Subjek penelitian adalah kelas IV SDN Tlesa. Kevalidan komik digital oleh validator memperoleh 85,28% menunjukkan produk sangat valid dan dapat digunakan. Keefektifan komik digital diperoleh dari hasil belajar siswa dengan presentase ketuntasan klasikal sebesar 100%, hasil observasi aktivitas siswa 90,68%, dan observasi guru mengelola pembelajaran memperoleh 89,84%. Kemenarikan diperoleh dari hasil presentase angket respon siswa dan guru sebesar 92,35% dengan kategori sangat menarik. Hasil penelitian menunjukkan bahwa produk media pembelajaran komik digital berbasis potensi daerah Pamekasan yang dikembangkan sangat valid, efektif, dan menarik sehingga dapat dengan layak digunakan dalam pembelajaran di kelas.

Kata kunci : Media Pembelajaran, Komik Digital, Potensi Daerah Pamekasan.

Latifatul Karimah. 2022. Development of Digital Comics Learning Media Based on the Potential of the Pamekasan Region for Theme 7 Sub-theme 1 Class IV Elementary School. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Ade Cyntia Pritasari, S.Pd., M.Pd.

ABSTRACT

This research is motivated by the limitations of the use of learning media in the learning process. Linking regional potential to learning media can make it easier for students to understand the material. The purpose of this research and development is to produce a digital comic learning media product based on the potential of the Pamekasan area that is valid, effective. This development research uses a 4D model. This model has 4 stages: define, design, development and disseminate. The research subject is class IV SDN Tlesa. The validity of digital comics by the validator obtained 85.28% indicating the product is very valid and can be used. The effectiveness of digital comics is obtained from student learning outcomes with a percentage of classical completeness of 100%, observations of student activities 90.68%, and observations of teachers managing learning getting 89.84%. The attractiveness is obtained from the results of the percentage of student and teacher questionnaire responses of 92.35% with a very interesting category. The results showed that the digital comic learning media product based on the potential of the Pamekasan area that was developed was very valid, effective, and interesting so that it could be properly used in classroom learning.

Keywords: Learning Media, Digital Comics, Pamekasan Regional Potential.