

Umi Badiyah. *Pengembangan Bahan Ajar Komik Digital Berbasis Android Materi Perpindahan Panas Siswa Kelas V SDN Karangdowo Bojonegoro*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Fachrur Rozie, S. Pd., M. Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah (1) mengembangkan bahan ajar komik digital berbasis *android* materi perpindahan panas yang valid berdasarkan uji kevalidannya oleh para ahli; (2) mengembangkan bahan ajar komik digital berbasis *android* materi perpindahan yang efektif berdasarkan hasil analisis keaktifan siswa dan kegiatan guru serta tes hasil belajar siswa kelas V SDN Karangdowo Bojonegoro; (3) mengembangkan bahan ajar komik digital berbasis *android* materi perpindahan panas yang menarik berdasarkan angket respon siswa dan guru kelas V SDN Karangdowo Bojonegoro. Metode penelitian yang digunakan oleh peneliti pada penelitian ini adalah metode penelitian dan pengembangan RnD (Research and Development) dan Model pengembangan yang dipilih adalah 4D yang memiliki 4 tahapan dalam pelaksanaannya dalam penelitian yaitu Define (mendefinisikan), Design (perancangan), Development (pengembangan), Dissemination (penyebaran). Subjek penelitian adalah siswa kelas V SDN Karangdowo Bojonegoro. Berdasarkan validasi para ahli didapatkan hasil presentase sebagai berikut: ahli desain pembelajaran 94 % (sangat valid), ahli bahasa 82,8 % (sangat valid), ahli materi pelajaran 88,7 % (sangat valid), ahli desain pembelajaran 84,6 % (sangat valid). Keefektifan bahan ajar komik digital diperoleh dari hasil belajar klasikal siswa dan lembar observasi aktivitas siswa dan guru. Ketuntasan belajar menunjukkan 90% (kriteria tuntas secara klasikal yaitu ≥ 75 siswa mencapai KKM). Lembar Observasi aktivitas siswa dan guru menunjukkan nilai rata-rata presentase 84,2 % sehingga masuk dalam kategori efektif. Kemenarikan bahan ajar komik digital diperoleh dari hasil angket respon siswa dan guru pada uji coba implementasi sebesar 85,35 % (sangat menarik). Berdasarkan hasil penelitian maka bahan ajar komik digital berbasis *android* materi perpindahan panas dikatakan valid, efektif, dan menarik sehingga dapat digunakan pada Tema 6 Subtema 2 Pembelajaran 1 kelas V Sekolah Dasar.

Kata Kunci : bahan ajar komik, digital, perpindahan panas, android.

Umi Badiah. *Development Of Instructional Materials Android-Based Digital Comic Subject Matter Heat Transfer For Fifth-Grade Student SDN Karangdowo Bojonegoro*. Thesis. Elementary School Teacher Education, Education Faculty, University of Trunojoyo Madura. Supervisor: Fachrur Rozie, S. Pd., M. Pd.

ABSTRACT

The objectives of this development research were (1) to develop digital comic based on an android on heat transfer material that was valid based on their validity test by experts; (2) to develop digital comic teaching materials based on android effective transfer material based on the results of an analysis of student activity and teacher activity as well as tests of fifth-grade student learning outcomes at SDN Karangdowo Bojonegoro; (3) developing an interesting android-based digital comic material based on heat transfer material based on a questionnaire on the responses of students and teachers of class V SDN Karangdowo Bojonegoro. The research method used in this study is the RnD (Research and Development) research and development method. The development model chosen is 4D, which has four stages in its implementation in research, namely Define, Design, Development, and Dissemination (spread). The research subjects were fifth-grade students at SDN Karangdowo Bojonegoro. Based on expert validation, the following percentage results were obtained: learning design experts 94% (very valid), linguists 82.8% (very valid), subject matter experts 88.7% (very valid), learning design experts 84.6% (very valid). The effectiveness of digital comic teaching materials is obtained from students' classical learning outcomes and student and teacher activity observation sheets. Learning completeness shows 90% (classical completion criteria, namely ≥ 75 students reach KKM). The observation sheet for student and teacher activity shows an average percentage value of 84.2%, which is included in the effective category. The attractiveness of digital comic teaching materials was obtained from the results of student and teacher response questionnaires in the implementation trial of 85.35% (very interesting). Based on the research results, the android-based digital comic teaching materials for heat transfer material are said to be valid, effective, and interesting so that they can be used in Theme 6 Sub-theme 2 Learning 1 Class V Elementary School.

Key Words: Instructional Materials, Android-Based Digital Comic, Heat Transfer.