

Althof Meazaluna. 2025. Pengembangan Media Komik Sains Berbasis *Discovery Learning* Untuk Meningkatkan Literasi Sains Siswa Pada Materi Bumi Dan Tata Surya. Skripsi, Program Studi Pendidikan IPA, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ana Yuniasti Retno Wulandari

ABSTRAK

Penelitian ini dilakukan karena adanya penurunan kemampuan literasi sains siswa Indonesia dalam konteks sains. Salah satu upaya untuk meningkatkan kemampuan literasi sains siswa yaitu dengan dikembangkannya media komik sains dalam pembelajaran. Penelitian ini bertujuan untuk mengetahui kevalidan, peningkatan kemampuan literasi sains, keterbacaan, dan respons siswa terhadap komik sains berbasis *discovery learning*. Penelitian ini merupakan penelitian R&D menggunakan model ADDIE dengan 5 tahapannya yaitu *analyze, design, development, implementation, dan evaluation*. Subjek penelitian ini adalah seluruh siswa kelas VII dan VIII SMPN 1 Tanah Merah. Uji *one to one* di ujikan pada kelas VIII-A sebanyak 3 siswa, dan uji kelompok kecil diujikan pada kelas VIII-A, B, dan C sebanyak 9 siswa. Implementasi diterapkan pada kelas VII-A sebanyak 28 siswa dengan menggunakan *one group pretest-posttest design*. Instrumen yang digunakan dalam penelitian diantaranya yaitu pedoman wawancara, angket, tes, dan dokumentasi. Hasil menunjukkan bahwa: (1) Nilai rata-rata validitas media 90,83% kriteria sangat valid dan nilai rata-rata validitas materi 97,92% kriteria sangat valid; (2) Hasil N-Gain memperoleh peningkatan nilai rata-rata 0,45 kriteria sedang; (3) Hasil keterbacaan memperoleh nilai rata-rata 83,84% kriteria sangat baik; (4) Hasil respons memperoleh nilai rata-rata 80,80% kriteria baik. Berdasarkan hasil yang diperoleh menunjukkan bahwa komik sains berbasis *discovery learning* valid dan dapat digunakan dalam pembelajaran untuk meningkatkan kemampuan literasi sains siswa.

Kata kunci: *discovery learning*, komik sains, literasi sains

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ABSTRACT

This study was conducted due to the decline in the scientific literacy skills of Indonesian students in the context of science. One effort to improve students' scientific literacy skills is by developing science comic media in learning. This study aims to determine the validity, improvement of scientific literacy skills, readability, and student responses to science comics based on discovery learning. This study is an R&D study using the ADDIE model with 5 stages, namely analyze, design, development, implementation, and evaluation. The subjects of this study were all students in grades VII and VIII of SMPN 1 Tanah Merah. One-to-one tests were conducted on grade VIII-A with 3 students, and small group tests were conducted on grades VIII-A, B, and C with 9 students. Implementation was applied to grade VII-A with 28 students using a one group pretest-posttest design. The instruments used in the study included interview guidelines, questionnaires, tests, and documentation. The results showed that: (1) The average value of media validity was 90.83% very valid criteria and the average value of material validity was 97.92% very valid criteria; (2) The N-Gain results obtained an average increase in value of 0.45, a moderate criterion; (3) The readability results obtained an average value of 83.84%, a very good criterion; (4) The response results obtained an average value of 80.80%, a good criterion. Based on the results obtained, it shows that science comics based on discovery learning are valid and can be used in learning to improve students' scientific literacy skills.

Keywords: *discovery learning, science comics, scientific literacy*