

Maulana Ahmadi, 2025. Penegembangan E-comic Sumber mata air Jokotole Desa Socah untuk Meningkatkan Hasil Belajar Siswa Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Dwi Bagus Rendy Astid Putera.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran *e-comic* berbasis lokal dengan mengangkat cerita sumber mata air Jokotole di Desa Socah sebagai konten utama. Media ini dirancang untuk meningkatkan hasil belajar siswa pada materi ekologi dan keanekaragaman hayati Indonesia. Model pengembangan yang digunakan adalah ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Subjek penelitian adalah siswa kelas VII SMP Sabilush Sholihin. Hasil validasi dari ahli media mendapatkan rata-rata 92.19% dan materi mendapatkan rata-rata 87.50% menunjukkan bahwa *e-comic* ini berada pada kategori “sangat valid”. Peningkatan hasil belajar siswa diukur melalui *pretest* dan *posttest* menggunakan desain One Group *Pretest-Posttest*. Hasil analisis menunjukkan bahwa 50% siswa mengalami peningkatan dengan kategori tinggi, 40% sedang, dan 10% rendah, dengan nilai rata-rata *N-Gain* sebesar 0,8 (kategori tinggi). Respons siswa terhadap penggunaan *e-comic* juga menunjukkan hasil yang sangat baik. Dengan demikian, *e-comic* Sumber Mata Air Jokotole layak digunakan sebagai media pembelajaran IPA untuk meningkatkan hasil belajar siswa.

Kata Kunci: *e-comic*, sumber mata air Jokotole, hasil belajar, ekologi, keanekaragaman hayati, ADDIE

Maulana Ahmadi. (2025). *Development of an E-Comic on the Jokotole Spring in Socah Village to Improve Students' Learning Outcomes*. Undergraduate Thesis, Science Education Study Program, Faculty of Educational Sciences, University of Trunojoyo Madura. Advisor: Dwi Bagus Rendy Astid Putera.

ABSTRACT

This study aims to develop a local-based e-comic learning media featuring the story of the Jokotole spring in Socah Village as the main content. The media is designed to improve students' learning outcomes on the topic of ecology and Indonesia's biodiversity. The development model used is ADDIE (Analysis, Design, Development, Implementation, Evaluation). The research subjects were seventh-grade students of SMP Sabilush Sholihin. The results of media expert validation showed an average score of 92.19%, and content expert validation scored 87.50%, indicating that the e-comic is in the "very valid" category. The improvement in student learning outcomes was measured through pretest and posttest using a One Group Pretest-Posttest design. The analysis showed that 50% of students experienced a high level of improvement, 40% moderate, and 10% low, with an average N-Gain score of 0.8 (high category). Student responses to the use of the e-comic were also very positive. Therefore, the Jokotole Spring e-comic is feasible to be used as a science learning media to enhance student learning outcomes.

Keywords: *e-comic, Jokotole spring, learning outcomes, ecology, biodiversity, ADDIE.*