

Lutfia Nisa'. 2017. *Pengembangan Bahan Ajar Berbentuk Media Komik pada Materi Ekosistem*. Skripsi, Jurusan Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Dosen Pembimbing I Ibu Yunin Hidayati dan Pembimbing II Ibu Ana Yuniasti Retno Wulandari.

ABSTRAK

Penelitian ini bertujuan mengetahui kelayakan bahan ajar berbentuk media komik pada materi Ekosistem, keterbacaan bahan ajar dan respon siswa. Penelitian dilaksanakan di SMPN 3 Bangkalan di kelas VII C tahun ajaran 2016/2017. Model pengembangan menggunakan model 4D Thiagarajan yang terdiri dari 4 tahap yaitu pendefinisian, perancangan, pengembangan dan penyebaran. Namun, penelitian tanpa melalui tahap penyebaran. Bahan ajar berbentuk media komik yang dikembangkan dinilai dari kelayakan bahan ajar, kelayakan materi, keterbacaan dan respon siswa. Hasil rata-rata penilaian uji kelayakan adalah validitas 81,09%. Pada nilai kelayakan bahan ajar adalah 79,04% dengan kriteria sangat valid dan penilaian kelayakan materi adalah 83,13% dengan kriteria sangat valid. Hasil rata-rata penilaian keterbacaan bahan ajar sebesar 81,87% dengan kriteria sangat baik dan rata-rata penilaian respon siswa sebesar 82,50% dengan kriteria sangat baik. Bahan ajar berbentuk media komik pada materi ekosistem layak digunakan, sangat efektif, sangat tuntas dan dapat digunakan tanpa perbaikan.

Kata Kunci: Bahan Ajar, Media komik, Materi Ekosistem

Lutfia Nisa'. 2017. Developing of Instructional Learning Based On Comic Media in Ecosystem Topic. Thesis, Natural Science Education Study Program, Faculty of Education, University of Trunojoyo. Advisors: Yunin Hidayati and Ana Yuniasti Retno Wulandari.

ABSTRACT

The aimed of this research was investigated about the appropriateness of instructional learning based on comic media in ecosystem topic, readable of instructional learning and student responses. This research was conducted at SMPN 3 Bangkalan in VII C class grade in academic year 2016/2017. The development of this research used 4-D Thiagarajan model with consist of four phase: Define, Design, Develop, and Disseminate. This research with no spread Disseminate phase. Instructional Learning based on comic media that developed was valued from the feasibility of instructional learning, readable of instructional learning, and student responses. The average result of feasibility test in this reasearch is 81,09%. For the feasibility of the instructional learning is 79,04% with valid category and 83,13% for the feasibilty of the subject matters with valid category. The average result of readable of instructional learning is 81,87% with good category and the student responses is 82,50% with good category. The instructional learning based on comic media in ecosystem topic is feasible to use, effectively, and can be used.

Keywords: Instractional Learning, Comic Media, Ecosystem Topic