

Ratnasari, Iin. 2020. 150611100173. Pengembangan Media Komik Kepahlawanan Tema 5 Subtema 3 Pembelajaran 1 Kelas IV SDN Wonokromo II Lamongan. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Umi Hanik, S.Pd., M.Pd., Pembimbing II: Bagus Rahmad Wijaya, S.Pd., M.Pd.

ABSTRAK

Penelitian ini menggunakan metode penelitian dan pengembangan (R&D) dengan menggunakan model penelitian 4D (*Define, Design, Develop, Dessiminate*). Penelitian pengembangan ini bertujuan untuk mengembangkan media komik kepahlawanan berdasarkan kevalidan, kemenarikan, dan keefektifan. Berdasarkan hasil validasi, diperoleh persentase sebagai berikut: ahli materi 87,5% (sangat valid), ahli bahasa 85% (sangat valid), ahli media 77,78% (valid), ahli desain pembelajaran 90% (sangat valid). Hasil validasi rata-rata diperoleh persentase 85,07% (sangat valid). Hasil kemenarikan (angket respon siswa) pada uji coba kelompok terbatas diperoleh persentase 83,75% (sangat menarik). Hasil kemenarikan (angket respon siswa) pada uji coba kelompok luas diperoleh persentase 86,25% (sangat menarik). Hasil keefektifan pada uji coba kelompok terbatas menggunakan tes hasil belajar diperoleh 100% (sangat efektif). Hasil keefektifan pada uji coba kelompok luas diperoleh 100% (sangat efektif). Kesimpulan penelitian ini adalah media komik kepahlawanan sangat layak digunakan sebagai media pembelajaran dalam pembelajaran tematik tema 5 subtema 3 pembelajaran1 kelas IV SDN Wonokromo II.

Kata Kunci : *Media Komik Kepahlawanan.*

Ratnasari, Iin. 2020. 150611100173. The Development of Heroic Comic Media Theme 5 Sub-theme 3 Lesson 1 4TH Grade of Wonokromo II Lamongan Elementary School. Thesis. Primary School Teacher Education Department, Faculty of Education, Unibersity of Trunojoyo Madura. Advisor I: Umi Hanik, S.Pd., M.Pd., Advisor II: Bagus Rahmad Wijaya, S.Pd., M.Pd.

ABSTRACT

This research used research and development method (R&D) by using 4D models (Define, Design, Develop, Disseminate). This development research aims to develop heroic comic media based on validity, attractiveness, and effectiveness. Based on the results of validation, the following percentages were obtained: the material experts 87,5% (very valid), linguists 85% (very valid), media experts 77,78% (valid), learning design experts 90% (very valid). The results of validation obtained an average percentage of 85,07% (very valid). The results of attractiveness (student response questionnaire) in large group trials obtained 86,25% (very interesting). The results of effectiveness (student response questionnaire) in limited group trials by using learning outcomes tests were obtained 100% (very effective). The results of effectiveness in large group trials were obtained 100% (very effective). The conclusion of this research is that heroic comic media is very suitable to be used as a learning model in thematic theme 5 subtheme 3 lesson 1 4th grade of wonokromo II elementary school.

Keywords: Heroic Comic Media.