

Ellvio Fathia Azzahra. 2023. *Pengembangan Media Pembelajaran Komik Berbasis Kesenian Tradisional Besutan Pada Kelas III SDN Ngogri I Megaluh Jombang*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Fachrur Rozie.

ABSTRAK

Tujuan penelitian ini untuk mengembangkan media pembelajaran komik berbasis kesenian tradisional besutan pada kelas III tema 2 subtema 1 pembelajaran 1 dengan valid, efektif, menarik, dan mudah diterapkan. Penelitian ini dilakukan pada kelas III SDN Ngogri I Megaluh Jombang. Penelitian dan pengembangan ini menggunakan model ADDIE dengan 5 tahapan yaitu *analysis, design, development, implementation, Evaluation*. Teknik pengumpulan data yang digunakan adalah observasi, angket, wawancara dan dokumentasi. Kevalidan media pembelajaran komik berbasis kesenian tradisional besutan ini diperoleh dari hasil validasi ahli materi, ahli media pembelajaran, ahli bahasa, dan ahli desain pembelajaran yang memperoleh rata-rata 89,25% dengan kriteria sangat valid. Keefektifan media dapat dilihat dari hasil observasi aktivitas siswa kelompok kecil 94% dan uji coba kelompok besar 90,71 dengan kriteria sangat aktif, observasi aktivitas guru kelompok kecil 97,78% dan ujicoba kelompok besar 94,44% dengan kriteria sangat aktif, dan tes hasil belajar kelompok kecil dan kelompok besar 100% dengan kategori tuntas. Kemenarikan media diperoleh dari hasil respon siswa kelompok kecil 96,11% dan uji coba kelompok besar 92,85% dengan kriteria sangat menarik. Kemudahan penerapan media ini diperoleh dari respon guru kelas III sebesar 98,57% dengan kriteria sangat mudah diterapkan. Berdasarkan hasil penelitian maka media pembelajaran komik berbasis kesenian tradisional besutan ini valid, efektif, menarik dan mudah diterapkan pada tema 2 subtema 1 pembelajaran 1 di kelas III SDN Ngogri I Megaluh Jombang.

Kata Kunci : media pembelajaran, komik, kesenian tradisional, besutan.

Elvio Fathia Azzahra. 2023. Development of Traditional Art-Based Comic Learning Media Besutan on Class III at SDN Ngogri I Megaluh Jombang. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Advisor: Fachrur Rozie.

ABSTRACT

The purpose of this study was to develop comic learning media based on traditional arts besutan in class III learning theme 2 sub-theme 1 learning 1 which is valid, effective, interesting, and easy to apply. This research was conducted in class III SDN Ngogri I Megaluh Jombang. This research and development uses the ADDIE model with 5 stages analysis, design, development, implementation, evaluation. Data collection techniques used are observation, questionnaires, interviews and documentation. The validity of this traditional arts-based comic learning media besutan by material experts, learning media experts, language experts, and learning design experts obtained an average of 89.25% with very valid criteria. The effectiveness of the media can be seen from the results of observations of small group student activities 94% and large group trials 90.71 with very active criteria, observations of small group teacher activities 97.78% and large group trials 94.44% with very active criteria, and tests small group and large group learning outcomes 100% with complete category. The attractiveness of the media was obtained from the results of the small group student responses of 96.11% and the large group trials of 92.85% with very interesting criteria. The ease of applying this media was obtained from the class III teacher's response of 98.57% with the criteria of being very easy to apply. Based on the results of the research, this traditional arts-based comic learning media made is valid, effective, interesting and easy to apply to theme 2 sub-theme 1 learning 1 in class III SDN Ngogri I Megaluh Jombang.

Keywords: *learning media, comics, traditional arts, besutan.*