

Alya Insan Nabilah. 2026. Pengembangan Media Komik Nilai Pancasila (KOMNILA) Pada Mata Pelajaran Pendidikan Pancasila Kelas IV SDN Sentul 1. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing : Ade Cyntia Pritasari, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media komik nilai Pancasila (KOMNILA) serta menguji tingkat kevalidan, keefektifan, dan kemenarikannya. Penelitian dilatarbelakangi oleh rendahnya minat dan pemahaman siswa terhadap nilai-nilai Pancasila akibat kurangnya penggunaan media pembelajaran dalam proses belajar. Model pengembangan yang digunakan yaitu 4D yang terdiri dari tahap *define*, *design*, *development* dan *disseminate*. Proses validasi memperoleh hasil sebesar 97% berada dalam kategori sangat valid. Keefektifan produk dilihat dari hasil belajar klasikal yaitu sebesar 100% tuntas, hasil observasi aktivitas guru sebesar 100% menunjukkan kategori sangat baik, dan hasil observasi aktivitas siswa sebesar 97,5% menunjukkan kategori sangat baik. Kemenarikan produk dinilai dari angket respon guru sebesar 92%, angket respon siswa uji terbatas sebesar 96% dan angket respon siswa uji implementasi sebesar 96% masing-masing menunjukkan kategori sangat menarik. Hasil penelitian menunjukkan bahwa produk Media komik nilai Pancasila (KOMNILA) yang dikembangkan sangat valid, efektif dan menarik sehingga layak digunakan dalam pembelajaran di kelas.

Kata Kunci: pengembangan, media komik, nilai Pancasila

Alya Insan Nabilah. 2026. Development of Pancasila Values Comic Media (KOMNILA) in Pancasila Education Subjects for Grade IV of SDN Sentul 1. Thesis. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University, Madura. Supervisor: Ade Cyntia Pritasari, S.Pd., M.Pd.

ABSTRACT

This study aimed to develop a comic media based on Pancasila values (KOMNILA) and test its validity, effectiveness, and attractiveness. The research was motivated by students' low interest and understanding of Pancasila values due to the lack of use of learning media in the learning process. The development model used was the 4D model, consisting of the following stages: define, design, development And disseminate. The validation process obtained a result of 97% in the very valid category. The effectiveness of the product was seen from the classical learning results which were 100% complete, the results of teacher activity observations of 100% indicating a very good category, and the results of student activity observations of 97.5% indicating a very good category. The attractiveness of the product was assessed from the teacher response questionnaire of 92%, the limited test student response questionnaire of 96% and the implementation test student response questionnaire of 96% each indicating a very interesting category. The results of the study indicated that the Pancasila Values Comic Media product (KOMNILA) developed was very valid, effective and interesting so it was suitable for use in classroom learning.

Keywords: *development, comic media, Pancasila values*