

Brikitha Olivia Putri Irine Irawan. 2023. *Pengembangan Media Pembelajaran Komik Digital Berbasis Problem Solving Mata Pelajaran Informatika Kelas VII di SMP Negeri 2 Bangkalan*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Etistika Yuni Wijaya, S.Pd.,M.Pd.

ABSTRAK

Penelitian pengembangan ini dilatarbelakangi oleh keterbatasan penggunaan media pembelajaran dalam proses pembelajaran. Penelitian ini bertujuan untuk mengembangkan media pembelajaran komik digital berbasis *problem solving* mata pelajaran Informatika, dengan menggunakan model penelitian pengembangan *Borg and Gall*. Bertempat di SMP Negeri 2 Bangkalan dengan subjek uji coba siswa kelas VII. Hasil dari penelitian ini memiliki kevalidan komik digital oleh validator ahli materi diperoleh persentase 95,31% menunjukkan valid, validator ahli bahasa diperoleh persentase 90,00% menunjukkan valid, dan ahli media diperoleh persentase 95,83% menunjukkan valid dan dapat digunakan. Hasil uji kepraktisan komik digital diperoleh dari respon siswa dengan persentase sebesar 85% menunjukkan sangat praktis dan praktis digunakan. Hasil uji efektivitas menunjukkan peningkatan nilai *pre-test* sebesar 22,35 sedangkan nilai *post-test* sebesar 77,50 sehingga perbandingan nilai *pre-test* < nilai *post-test*. Hasil analisis keberhasilan *problem solving* diperoleh persentase 69.23% menunjukkan baik dan efektif digunakan. Dapat disimpulkan bahwa produk media pembelajaran komik digital berbasis *problem solving* yang dikembangkan sangat valid, praktis, dan efektif sehingga dapat dengan layak digunakan dalam pembelajaran di kelas.

Kata kunci : Komik Digital, Media Pembelajaran, *Problem solving*.

Brikitha Olivia Putri Irine Irawan. 2023. Development of Digital Problem Solving-Based Comic Learning Media for Class VII Informatics Subject at SMP Negeri 2 Bangkalan. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University, Madura. Advisor: Etistika Yuni Wijaya, S.Pd., M.Pd.

ABSTRACT

This development research is motivated by the limitations of using instructional media in the learning process. This study aims to develop digital comic learning media based on problem solving in the Informatics subject, using the Borg and Gall development research model. Located at Bangkalan 2 Public Middle School with test subjects for class VII students. The results of this study show that the validity of digital comics by material expert validators obtained a percentage of 95.31% indicating valid, linguist validators obtained a percentage of 90.00% indicating valid, and media experts obtained a percentage of 95.83% indicating valid and usable. The results of the practicality test of digital comics were obtained from student responses with a percentage of 85% indicating that they were very practical and easy to use. The results of the effectiveness test showed an increase in the pre-test value of 22.35 while the post-test value was 77.50 so that the comparison of pre-test scores < post-test values. The results of the analysis of the success of problem solving obtained a percentage of 69.23% indicating good and effective use. It can be concluded that the digital comic learning media product based on problem solving that was developed is very valid, practical, and effective so that it can be properly used in classroom learning.

Keywords: Digital Comics, Learning Media, Problem Solving