

Sangsinatria, Fitria Yusi. 2018. *Pengembangan Media Pembelajaran Berbentuk Komik Matematika (KOMAT) pada Mata Pelajaran Matematika Materi Waktu, Jarak dan Kecepatan untuk Kelas V SDN Kraton 6 Bangkalan*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Mohammad Edy Nurtamam, S.Pd., M.Si. Pembimbing II: Andika Adinanda S, S.Pd., M.Pd.

ABSTRAK

Tujuan pengembangan ini untuk mengembangkan media pembelajaran berbentuk Komik Matematika (KOMAT) pada mata pelajaran matematika materi waktu, jarak dan kecepatan yang valid, efektif dan menarik untuk kelas V SDN Kraton 6 Bangkalan. Penelitian ini menggunakan model pengembangan *Borg and Gall* yang dimodifikasi oleh Sugiyono. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil bahwa persentase kevalidan media Komik Matematika (KOMAT) menurut ahli media sebesar 91,25% (sangat valid), ahli desain pembelajaran sebesar 84% (sangat valid), ahli materi sebesar 84% (sangat valid) dan ahli bahasa sebesar 78% (valid). Keefektifan media pembelajaran Komik Matematika (KOMAT) diukur dari persentase hasil pada uji coba pemakaian meliputi persentase hasil observasi guru sebesar 96,5% (sangat aktif), persentase hasil observasi siswa sebesar 94,3% (sangat aktif), persentase ketuntasan belajar klasikal sebesar 100% (tuntas). Kemenarikan media pembelajaran Komik Matematika (KOMAT) diukur dari hasil persentase angket respon siswa pada uji coba pemakaian sebesar 97,4% (sangat menarik). Hasil tersebut menunjukkan bahwa media pembelajaran Komik Matematika (KOMAT) sangat valid, sangat efektif dan sangat menarik digunakan pada mata pelajaran matematika materi waktu, jarak dan kecepatan untuk siswa kelas V SDN Kraton 6 Bangkalan.

Kata kunci: *Pengembangan, Media Pembelajaran, Komik, Matematika*

Sangsinatria, Fitria Yusi. 2018. Development of Learning Media Which Formed Mathematics Comics (KOMAT) at Mathematics Subject – Chapter Time, Distance and Velocity for Student Grade V at SDN Kraton 6, Bangkalan. A thesis, Department of Elementary School Teacher Education, Faculty of Education, University of Trunojoyo Madura. Advisor I: Mohammad Edy Nurtamam, S.Pd, M.Si. Advisor II: Andika Adinanda S., S.Pd, M.Pd.

ABSTRACT

This development was aimed to develop a learning media which formed mathematics comics (KOMAT) at mathematics subject for chapter time, distance, and velocity which was valid, effectively and interestingly for student grade V at SDN Kraton 6, Bangkalan. This research used *Borg and Gall* development model is modified by Sugiyono. Based on result of this research, it was gained that validation percentage about Mathematics Comics media (KOMAT) that according to media expert was amount of 91.25% (very valid), learning design expert was 84% (very valid), material expert was 84% (very valid) and language expert was 78% (valid). Effectiveness of this media was counted from result percentage at usage trial. And it was included teacher's observation result about 96.5% (very active), students result was 94.3% (very active), thorough classical study was 100% (complete). Attractiveness of Mathematics Comics (KOMAT) learning media was counted by questionnaire percentage result based on students' response about usage trial was 97.4% (very interesting). The result showed that this KOMAT learning media was very valid, effective and interesting which was used at Mathematics subject – chapter time, distance, and velocity for student grade V at SDN Kraton 6, Bangkalan.

Keywords : *Development, Learning Media, Comics, Mathematics*