

Vella Sifa Nurhidayati. 2026. *PENGEMBANGAN MEDIA PEMBELAJARAN KOMIK DIGITAL BERBASIS REN'PY PADA MATERI PEMASANGAN DAN KONFIGURASI PERANGKAT JARINGAN KELAS XI*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura Pembimbing Prita Delia, S.Kom., M.Kom.

ABSTRAK

Pembelajaran materi Pemasangan dan Konfigurasi Perangkat Jaringan Bab VLAN di SMKN 1 Baureno cenderung langsung fokus pada praktik tanpa penguatan teori yang terstruktur, sehingga siswa kesulitan memahami konsep dasar. Ditambah belum adanya buku pegangan khusus dan media interaktif, siswa menjadi cepat jenuh. Penelitian ini bertujuan mengembangkan media komik interaktif digital berbasis Ren'Py (CERDITKJ) pada materi VLAN kelas XI di SMKN 1 Baureno, menguji kelayakannya, serta mengetahui respon siswa. Metode yang digunakan adalah *Research and Development* (R&D) dengan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Pengumpulan data dilakukan melalui wawancara, dokumentasi, dan angket kuesioner skala Likert kepada dua ahli media, dua ahli materi, serta siswa kelas XI TJKT (10 siswa uji kelompok kecil dan 34 siswa uji kelompok besar). Pengembangan ini menghasilkan perangkat lunak desktop CERDITKJ yang memuat materi, studi kasus, kuis, dan pencapaian pembelajaran. Hasil validasi menunjukkan persentase 96,25% dari ahli media (Sangat Kuat) dan 93,57% dari ahli materi (Sangat Kuat). Uji coba respon siswa memperoleh hasil 87,61% pada kelompok kecil dan 85,65% pada kelompok besar, yang keduanya berkategori “Sangat Baik”. Dapat disimpulkan bahwa media pembelajaran komik digital berbasis Ren'Py ini sangat layak, praktis, dan efektif digunakan sebagai inovasi pembelajaran mandiri maupun pendukung guru dalam menyampaikan materi VLAN.

Kata Kunci: Media Pembelajaran, Komik Digital, Ren'Py, ADDIE, VLAN.

Vella Sifa Nurhidayati. 2026. *DEVELOPMENT OF REN'PY-BASED DIGITAL COMIC LEARNING MEDIA FOR NETWORK DEVICE INSTALLATION AND CONFIGURATION MATERIAL FOR GRADE XI*. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University, Madura. Supervisor: Prita Delia, S.Kom., M.Kom.

ABSTRACT

Learning of Network Device Installation and Configuration material in the VLAN chapter at SMKN 1 Baureno tends to focus directly on practice without structured theoretical reinforcement, so students have difficulty understanding basic concepts. Furthermore, the lack of a specific handbook and interactive media makes students quickly become bored. This study aims to develop Ren'Py-based digital interactive comic media (CERDITKJ) for VLAN material for grade XI at SMKN 1 Baureno, test its feasibility, and determine student responses. The method used is Research and Development (R&D) with the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). Data collection was conducted through interviews, documentation, and a Likert-scale questionnaire with two media experts, two material experts, and 11th-grade students from the Jakarta-TJKT (10 students in the small group and 34 students in the large group). This development resulted in the CERDITKJ desktop software containing materials, case studies, quizzes, and learning outcomes. Validation results showed a 96.25% response rate from media experts (Very Strong) and 93.57% from material experts (Very Strong). The student response trial yielded 87.61% in the small group and 85.65% in the large group, both of which are categorized as "Very Good." It can be concluded that this Ren'Py-based digital comic learning media is highly feasible, practical, and effective for use as an independent learning innovation and to support teachers in delivering VLAN material.

Keywords: Learning Media, Digital Comics, Ren'Py, ADDIE, VLAN.