

Rizky Tsalasa Amryatul Rodhiah. 2026. Pengembangan Media Komik Bermuatan Permainan Tradisional Terintegrasi Perilaku Kerjasama Siswa Kelas III UPTD SDN Banyuajuh 2. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Dr. Agung Setyawan, S.Pd., M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh terbatasnya penggunaan media pembelajaran yang menarik dan sesuai dengan karakteristik siswa sekolah dasar sehingga diperlukan media yang dapat membantu siswa memahami materi sekaligus menanamkan nilai-nilai kerjasama. Penelitian ini bertujuan mengembangkan Media Komik Permainan Tradisional Terintegrasi Perilaku Kerjasama yang valid, praktis, dan efektif untuk siswa kelas III UPTD SDN Banyuajuh 2. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan ADDIE yang terdiri atas tahap Analysis, Design, Development, Implementation, dan Evaluation. Subjek penelitian berjumlah 31 siswa kelas III UPTD SDN Banyuajuh 2. Teknik pengumpulan data meliputi wawancara, observasi, angket, tes, dan dokumentasi. Instrumen penelitian terdiri atas lembar validasi ahli, lembar observasi aktivitas guru dan siswa, tes hasil belajar, serta angket respon siswa. Hasil penelitian menunjukkan bahwa media memperoleh rata-rata persentase validasi sebesar 92,5% dengan kategori sangat valid. Kepraktisan media ditunjukkan oleh hasil respon siswa pada uji perorangan sebesar 96,6%, keterbacaan sebesar 93,7%, dan uji lapangan sebesar 90,83% dengan kategori sangat praktis. Keefektifan media ditunjukkan oleh hasil observasi aktivitas guru dan siswa yang berada pada kategori sangat baik serta ketuntasan belajar klasikal mencapai 100%. Berdasarkan hasil tersebut, media dinyatakan valid, praktis, dan efektif sehingga layak digunakan dalam pembelajaran Pendidikan Pancasila kelas III UPTD SDN Banyuajuh 2.

Kata kunci: ADDIE, Komik Pembelajaran, Pendidikan Pancasila, Perilaku Kerjasama, Permainan Tradisional.

Rizky Tsalasa Amryatul Rodhiah. 2026. Development of Traditional Games Comic Media Integrated with Cooperative Behavior for Third Grade Students of UPTD SDN Banyuajuh 2. Undergraduate Thesis. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Supervisor: Dr. Agung Setyawan, S.Pd., M.Pd.

ABSTRACT

This study was motivated by the limited use of learning media that are attractive and suitable for the characteristics of elementary school students. Therefore, learning media are needed to help students understand the learning materials while fostering cooperative behavior. This study aimed to develop Traditional Games Comic Media Integrated with Cooperative Behavior that is valid, practical, and effective for third-grade students of UPTD SDN Banyuajuh 2. This study employed the Research and Development (R&D) method using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The subjects of this study were 31 third-grade students of UPTD SDN Banyuajuh 2. Data were collected through interviews, observations, questionnaires, tests, and documentation. The research instruments included expert validation sheets, teacher and student activity observation sheets, learning achievement tests, and student response questionnaires. The results showed that the developed media obtained an average validation score of 92.5%, which was categorized as very valid. The practicality of the media was indicated by the individual trial result of 96.6%, readability result of 93.7%, and field trial result of 90.83%, all of which were categorized as very practical. The effectiveness of the media was demonstrated by the teacher and student activity observation results, which were categorized as very good, and by the classical learning mastery score, which reached 100%. Based on these findings, the developed media was considered valid, practical, and effective, making it suitable for use in Pancasila Education learning for third-grade students of UPTD SDN Banyuajuh 2.

Keywords: *ADDIE, Cooperative Behavior, Learning Comic Media, Pancasila Education, Traditional Games.*