

ABSTRAK

Penelitian ini dilatarbelakangi oleh masih terbatasnya penggunaan media pembelajaran pada materi Komponen Dasar Komputer di SMKN 1 Kamal yang didominasi oleh penggunaan PowerPoint dan metode konvensional. Kondisi tersebut menyebabkan siswa kurang tertarik dalam pembelajaran, mengalami kesulitan memahami materi, serta belum tersedianya media pembelajaran digital yang interaktif dan dapat digunakan secara mandiri. Penelitian ini bertujuan untuk mengembangkan *E-Comic* berbasis Android pada materi Komponen Dasar Komputer, mengetahui tingkat kelayakan media yang dikembangkan, dan mengetahui respon siswa terhadap penggunaan media tersebut. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan ADDIE yang meliputi tahap *Analysis, Design, Development, Implementation*, dan *Evaluation*. Subjek penelitian terdiri atas dua ahli media, dua ahli materi, 10 siswa pada uji coba kelompok kecil, dan 20 siswa pada uji coba kelompok besar. Teknik pengumpulan data menggunakan angket validasi ahli dan angket respon siswa yang dianalisis secara deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa *E-Comic* berbasis Android memperoleh rata-rata persentase validasi ahli media sebesar 85,5% dan validasi ahli materi sebesar 85% dengan kategori layak. Hasil uji coba kelompok kecil memperoleh persentase 91% dan uji coba kelompok besar sebesar 93% dengan kategori sangat layak. Dengan demikian, *E-Comic* berbasis Android pada materi Komponen Dasar Komputer dinyatakan layak digunakan sebagai media pembelajaran bagi siswa kelas X TKJ di SMKN 1 Kamal.

Kata Kunci: E-Comic, Android, Media Pembelajaran, Komponen Dasar Komputer, ADDIE.

ABSTRACT

This study was motivated by the limited use of learning media in the Basic Computer Components subject at SMKN 1 Kamal, which mainly relied on PowerPoint presentations and conventional teaching methods. This condition caused students to have difficulties understanding the material, reduced their learning motivation, and indicated the lack of interactive digital learning media that could be used independently. This study aimed to develop an Android-based E-Comic for Basic Computer Components, determine its feasibility, and identify students' responses toward its use. The research employed the Research and Development (R&D) method using the ADDIE development model, which consists of Analysis, Design, Development, Implementation, and Evaluation stages. The research subjects included two media experts, two material experts, 10 students in the small-group trial, and 20 students in the large-group trial. Data were collected through expert validation questionnaires and student response questionnaires and analyzed using descriptive quantitative techniques. The results showed that the Android-based E-Comic achieved an average media expert validation score of 85.5% and a material expert validation score of 85%, both categorized as feasible. The small-group trial obtained a score of 91%, while the large-group trial obtained a score of 93%, both categorized as very feasible. Therefore, the Android-based E-Comic for Basic Computer Components was declared feasible to be used as a learning medium for Grade X TKJ students at SMKN 1 Kamal.

Keywords: *E-Comic, Android, Learning Media, Basic Computer Components, ADDIE.*