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ABSTRAK

Penelitian ini bertujuan untuk mengetahui kevalidan media pembelajaran komik, untuk mengetahui keefektifan media pembelajaran komik, dan untuk mengetahui kemenarikan media pembelajaran komik. Penelitian ini menggunakan penelitian jenis RnD (*Research & Development*). Model yang digunakan dalam penelitian ini adalah model ADDIE yang memiliki 5 tahapan yaitu, analisis, desain, pengembangan, implementasi, dan evaluasi. Berdasarkan penilaian para ahli (media, desain, materi) diperoleh persentase kevalidan rata-rata media pembelajaran komik sebesar 90% dengan kategori sangat valid. Keefektifan media pembelajaran komik didapatkan dari hasil observasi aktivitas guru yang mendapat presentase sebesar 90,665% dengan kategori sangat aktif, observasi aktivitas siswa memperoleh persentase sebesar 90,53% dengan kategori sangat aktif, serta hasil ketuntasan belajar siswa secara klasikal mendapat persentase sebesar 100% dengan kategori tuntas. Kemenarikan media pembelajaran komik didapatkan dari hasil angket respon guru diperoleh sebesar 94% dengan kategori sangat menarik, serta hasil angket respon siswa diperoleh ersentase sebesar 93,2% dengan kategori sangat menarik. Berdasarkan hasil penelitian tersebut, maka media pembelajaran komik dapat digunakan dalam pembelajaran IPAS kelas IV UPT SD Negeri 286 Gresik Bab 6 Topik B dengan kategori sangat valid, efektif, dan sangat menarik.

Kata Kunci: Media Komik, Media Pembelajaran, IPAS.

Fitri Rahmawati. 2024. Development of Comic Learning Media with Culturally Rich Indonesian Material in Class IV UPT SD Negeri 286 Gresik. thesis, Primary School Teacher Education Study Program, Faculty of Education, Trunojoyo Madura University, Supervisor: Dr. Agung Setyawan, S.Pd., M.Pd.

ABSTRACT

This research aims to determine the validity of comic learning media, to determine the effectiveness of comic learning media, and to determine the attractiveness of comic learning media. This research uses RnD (Research & Development) type research. The model used in this research is the ADDIE model which has 5 stages, namely, analysis, design, development, implementation and evaluation. Based on expert assessments (media, design, materials), the average validity percentage of comic learning media was 90% in the very valid category. The effectiveness of comic learning media was obtained from the results of observing teacher activities which received a percentage of 90.665% in the very active category, observation of student activities obtained a percentage of 90.53% in the very active category, and the results of classical student learning completion received a percentage of 100% in the category complete. The attractiveness of comic learning media was obtained from the results of the teacher response questionnaire which was obtained at 94% in the very interesting category, and the results of the student response questionnaire obtained a percentage of 93.2% in the very interesting category. Based on the results of this research, comic learning media can be used in learning science and science class IV UPT SD Negeri 286 Gresik Chapter 6 Topic B in the category of very valid, effective and very interesting.

Keywords: Comic Media, Learning Media, IPAS.