

Dela Saputri, 2024. *Pengembangan Media KOMIPA (Komik Nilai Pancasila) pada mata pelajaran Pendidikan Pancasila kelas IV di SDN 2 Cakul*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah untuk (1) mengembangkan media pembelajaran KOMIPA (Komik Nilai Pancasila) pada mata pelajaran Pendidikan Pancasila kelas IV di SDN 2 Cakul. (2) mengetahui kevalidan, keefektifan dan kemenarikan media pembelajaran KOMIPA (Komik Nilai Pancasila) pada mata pelajaran Pendidikan Pancasila kelas IV di SDN 2 Cakul. Penelitian ini menggunakan model 4D (*Define, Design, Development, Dessiminate*). Berdasarkan hasil penelitian ahli media pembelajaran sebesar 92%, ahli materi sebesar 84%, dan ahli desain pembelajaran sebesar 92% masing-masing hasil validasi mendapat kategori sangat valid. Keefektifan media pembelajaran diukur berdasarkan observasi aktivitas guru dengan persentase 100% dalam kategori sangat baik. Observasi peserta didik mendapatkan hasil 87% dalam kategori sangat baik. Persentase ketuntasan klasikal peserta didik yaitu 100% dalam kategori tuntas sehingga disimpulkan media komik efektif digunakan pada pembelajaran. Kemenarikan diukur berdasarkan persentase hasil angket respon guru mendapatkan hasil 96% dengan kategori sangat menarik, angket respon peserta didik mendapatkan hasil 99% dengan ketegori sangat menarik. Berdasarkan hasil penelitian media pembelajaran KOMIPA (Komik Nilai Pancasila) sangat valid, efektif dan sangat menarik untuk digunakan.

Kata Kunci : Media Pembelajaran, Komik, Nilai Pancasila

Dela Saputri, 2024. *Development of KOMIPA Media (Pancasila Value Comics) in the subject of Pancasila Education grade IV at SDN 2 Cakul*. Thesis. Elementary School Teacher Education Study Program, Faculty of Educational Sciences, Trunojoyo Madura University. Supervisor: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRACT

The objectives of this development research are to (1) develop KOMIPA (Pancasila Value Comics) learning media in Pancasila Education class IV at SDN 2 Cakul. (2) to find out the validity, effectiveness and attractiveness of KOMIPA learning media (Comic Values Pancasila) in the subject of Pancasila Education grade IV at SDN 2 Cakul. This study uses a 4D model (Define, Design, Development, Dessiminate). Based on the results of the research of learning media experts of 92%, material experts of 84%, and learning design experts of 92%, each of the validation results received a very valid category. The effectiveness of learning media was measured based on observation of teacher activities with a percentage of 100% in the very good category. Students' observation got a result of 87% in the very good category. The percentage of students' classical completeness is 100% in the complete category, so it is concluded that comic media is effectively used in learning. Attractiveness is measured based on the percentage of teacher response questionnaire results that get 96% results with very interesting categories, student response questionnaires get 99% results with very interesting categories. Based on the results of research on the KOMIPA (Pancasila Value Comics) learning media is valid, effective and very interesting to use.

Keywords: Learning Media, Comics, Pancasila Values