

Indriyani, 2021. *Pengembangan E-Komedu (Komik Edukasi) Berbasis Problem Based Learning Materi jaring Bangun Ruang Siswa Kelas V Sekolah Dasar*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Rika Wulandari, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian dan pengembangan ini adalah untuk mengetahui kevalidan, kemenarikan dan keefektifan media e-komedu di kelas V. Model pengembangan gunakan yaitu ADDIE dengan tahapan yang diaadaptasi dari Sugiyono yaitu Analysis, Design, Development, Implementasi dan evaluasi. Kevalidan media e-komedu diperoleh dari validator 85,97% (sangat valid). Kemenarikan media dari angket respon siswa adalah 76,91% (menarik). Keefektifan media dari hasil observasi siswa, guru dan tes siswa dikatakan tuntas dengan klasikal hasil 100%. Presentase observasi aktivitas guru adalah 90% dan observasi siswa adalah 88,66% (efektif). Hasil penelitian dan pengembangan media e-komedu menunjukkan sangat valid, menarik dan sangat efektif sehingga dapat digunakan sebagai media pembelajaran kelas V.

Kata Kunci : e-komik, jaring bangun ruang, *problem based learning*.

Indriyani, 2021. Development of E-Komedu (Educational Comics) Based on Problem Based Learning Materials for Building Spaces for Class V Elementary School Students. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Advisor : Rika Wulandari, S.Pd., M.Pd.

ABSTRACT

The purpose of this research and development is to find out the validity, attractiveness and effectiveness of e-comedu media in class V. The development model used is ADDIE with stages adapted from Sugiyono, namely Analysis, Design, Development, Implementation and evaluation. The validity of the e-comedy media was obtained from the validator of 85.97% (very valid). The attractiveness of the media from the student response questionnaire was 76.91% (interesting). The effectiveness of the media from the observations of students, teachers and student tests is said to be complete with 100% classical results. The percentage of teacher activity observations is 90% and student observations are 88.66% (effective). The results of research and development of e-comedy media show that it is very valid, interesting and effective so that it can be used as a learning medium for class V.

Keywords: e-comic, building space net, *problem based learning*.