

Natasya Ayu Datis Ananda. 2026. Pengembangan Media *E-Komik* Berbasis *Problem Solving* Pada Mata Pelajaran Pendidikan Pancasila Kelas V SDN Banyuajuh 3 Kamal. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Dr. Mujtahidin., S.Pd., M.Pd

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan Media E-Komik Berbasis Problem Solving Pada Mata Pelajaran Pendidikan Pancasila Kelas V SDN Banyuajuh 3 Kamal yang memenuhi kriteria valid, menarik dan efektif. Kevalidan didasarkan pada hasil validasi ahli, kemenarikan didasarkan pada angket respon guru dan siswa, serta keefektifan didasarkan pada ketuntasan belajar klasikal, peningkatan hasil belajar siswa dan observasi keterlaksanaan pembelajaran guru dan siswa. Penelitian ini merupakan penelitian dan pengembangan yang menggunakan model ADDIE (Analysis, Design, Development, Implementation, dan Evaluation). Hasil penelitian menunjukkan bahwa media E-Komik berbasis Problem Solving berada pada kategori sangat valid dengan persentase validasi ahli media pembelajaran sebesar 93%, validasi ahli materi sebesar 87%, validasi ahli soal sebesar 92,5%, dan validasi ahli desain pembelajaran sebesar 87,5%. Kemenarikan media ditinjau dari hasil angket respon guru yang memperoleh persentase sebesar 95% dan respon siswa sebesar 90%, yang keduanya termasuk dalam kategori sangat menarik. Keefektifan media ditunjukkan oleh ketuntasan hasil belajar sebesar 100% yang termasuk kategori tuntas, nilai rata-rata N-Gain Score sebesar 0,71 yang termasuk kategori tinggi, serta hasil observasi keterlaksanaan pembelajaran guru sebesar 93,75% dan keterlaksanaan pembelajaran siswa sebesar 91,5% yang berada pada kategori sangat terlaksana. Berdasarkan hasil yang diperoleh, maka produk E-Komik yang telah dikembangkan dapat dinyatakan valid, menarik, dan efektif.

Kata Kunci: *E-Komik, Problem Solving, Pendidikan Pancasila, ADDIE.*

Natasya Ayu Datis Ananda. 2026. *Development of Based Problem Solving E-Comic Media for the Pancasila Education Course in Grade 5 at SDN Banyuajuh 3 Kamal*. Thesis. Elementary School Teacher Education Program. Faculty of Teacher Training and Education, Trunodjoyo University of Madura. Supervisor: Dr. Mujtahidin., S.Pd., M.Pd

ABSTRACT

This study aims to develop a problem-solving-based e-comic learning resource for the Pancasila Education course in Grade 5 at SDN Banyuajuh 3 Kamal that meets the criteria of validity, appeal, and effectiveness. Validity is based on expert validation results; appeal is based on teacher and student response questionnaires; and effectiveness is based on classical learning mastery, improvements in student learning outcomes, and observations of the implementation of teaching and learning by teachers and students. This study is a research and development project that uses the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The results show that the problem-solving-based e-comic falls into the “highly valid” category, with a 93% validation rate from instructional media experts, an 87% validation rate from content experts, a 92.5% validation rate from item experts, and an 87.5% validation rate from instructional design experts. The appeal of the media, as assessed by teacher response questionnaires, received a percentage of 95%, and student responses reached 90%, both of which fall into the “very appealing” category. The effectiveness of the media is demonstrated by 100% mastery of learning outcomes, an average N-Gain Score of 0.71—which falls into the high category—as well as observation results showing 93.75% teacher instructional implementation and 91.5% student learning implementation, both of which fall into the “highly implemented” category. Based on these results, the E-Comic product that has been developed can be deemed valid, engaging, and effective.

Keywords: E-Comic, Problem Solving, Pancasila Education, ADDIE.