

Haki Kotul Ulumia. 2024. *Pengembangan Media E-Comic Sejarah Kemerdekaan berbantuan Snowball Throwing Model Pada Siswa Kelas VI UPTD SDN Tanagurah Timur Kabupaten Bangkalan, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.* Pembimbing 1: Fachrur Rozie, S.Pd.,M.Pd.

### **ABSTRAK**

Tujuan penelitian untuk mengembangkan media *E-Comic* dalam meningkatkan hasil belajar siswa dengan menggunakan metode penelitian R&D. Pengembangan ini melalui tahap kevalidan, efektifitas, kemenarikan dan kepraktisan. Subyek penelitian yaitu siswa kelas VI SDN Tanagura Timur yang berjumlah 28 siswa. Teknik pengumpulan data yang digunakan yaitu observasi, wawancara, tes, angket dan dokumentasi. Hasil penelitian ini menunjukkan bahwa kevalidan media *E-Comic* memperoleh persentase 91,6% dengan kriteria valid, keefektifan media *E-Comic* diukur dari tes hasil belajar memperoleh persentase 100% maka media tersebut layak digunakan dalam kegiatan pembelajaran, kemenarikan media *E-Comic* diukur dari angket respon siswa memperoleh persentase 93% dengan kriteria sangat menarik dan kepraktisan media *E-Comic* diukur dari angket respon guru memperoleh persentase 97,5% dengan kriteria sangat praktis.

**Kata Kunci: Media, E-Comic, Sejarah Kemerdekaan**

Haki Kotul Ulumia. 2024. *Development of E-Comic Media History of Independence Assisted by Snowball Throwing Model For Class VI Student of UPTD SDN Tanagurah Timur Bangkalan Regency, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura.* Advisor 1: Fachrur Rozie, S.Pd.,M.Pd.

### **ABSTRACT**

*The purpose of the research is to develop E-Comic media in improving student learning outcomes by using R&D research methods. Research subjects used 28 student in class at SDN Tanagura Timur as research subject. The data collection techniques used are observation,interview, test, questionnaires and documentation. The result of this research show that the validity of E-Comic media obtained a percentage 91,6% with valid criteria, the effectiveness of E-Comic media was measured from the learning result test and obtained a percentage 100%, so the media is sutaible for use the learning activities, the attractiviniess of E-Comic media is measured from the student response questionnaire obtained a percentage 93% with very interesting criteria and the praticality of E-Comic media was measured from the teacher response questionnaire obtained a percentage 97,5% with very pratical criteria.*

**Keywords:** *Media, E-Comic, History of Indenpendence*