

Ahmad Imam Azhari. 2024. *Pengembangan Media Science Comic Video pada Pembelajaran IPA SMP untuk Meningkatkan Hasil Belajar Siswa*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Aditya Rakhmawan.

ABSTRAK

Penelitian ini bertujuan untuk menghasilkan media *Science Comic Video* pada pembelajaran IPA SMP untuk meningkatkan hasil belajar siswa. Pengembangan media ini menggunakan model pengembangan *ADDIE*, yang terdiri dari *Analyze, Design, Development, Implementation dan Evaluation*. Sampel penelitian meliputi 15 siswa kelas VII A SMP Sunan Kalijogo Banyuwangi, yang dipilih melalui teknik *purposive sampling*. Teknik pengumpulan data menggunakan wawancara, angket, tes dan dokumentasi. Berdasarkan hasil penelitian diperoleh media *Science Comic Video* yang dikembangkan memiliki rata-rata validitas 86,43% dengan kriteria sangat valid dan reliabilitas 92,94% dengan kriteria sangat reliabel. Rata-rata respons siswa pada kelompok besar sebesar 85,71% dengan kriteria sangat baik. Hasil belajar siswa mengalami peningkatan dengan skor *N-Gain* sebesar 0,78 dengan kriteria tinggi.

Kata kunci : *ADDIE*, hasil belajar, *Science Comic Video*

Ahmad Imam Azhari. 2024. *Development of Science Comic Video Media in Middle School Science Learning to Improve Student Learning Outcomes*. Thesis, Science Education Study Program, Faculty of Education, Trunojoyo University Madura. Advisor: Aditya Rakhmawan.

ABSTRACT

This research aims to produce Science Comic Video media in junior high school science learning to improve student learning outcomes. This media development uses the ADDIE development model, which consists of Analyze, Design, Development, Implementation and Evaluation. The research sample included 15 students in class VII A of SMP Sunan Kalijogo Banyuwangi, who were selected using a purposive sampling technique. Data collection techniques use interviews, questionnaires, tests and documentation. Based on the research results, it was found that the science comic video media developed had an average validity of 86.43% with very valid criteria and a reliability of 92.94% with very reliable criteria. The average student response in large groups was 85,71% with very good criteria. Student learning outcomes have increased with an N-Gain score of 0,78 with high criteria.

Keywords: ADDIE, learning outcomes, science comic video