

Endah Tri Mastuti. 2016. Pengaruh Penggunaan Media Komik Terhadap Hasil Belajar Siswa Kelas V Pada Mata Pelajaran Bahasa Indonesia Materi Menyimpulkan Isi Cerita Anak di SDN Dlanggu. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Sulaiman S.Pd., M.Pd. Pembimbing II: Mohammad Edy Nurtamam S.Pd., M.Si.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh media komik terhadap hasil belajar siswa pada mata pelajaran Bahasa Indonesia materi menyimpulkan isi cerita anak. Jenis penelitian kuantitatif menggunakan metode *quasi eksperimental design* dengan rancangan *nonequivalent control group design*. Sampel yang digunakan yaitu sampel jenuh seluruh siswa kelas V SDN Dlanggu. Pengumpulan data penelitian menggunakan tes hasil belajar, observasi, dan angket. Data yang diperoleh diolah secara statistik kemudian dianalisis. Perolehan uji linieritas regresi yaitu $F_{hitung} = 97,165 > F_{tabel} = 4,49$, maka H_0 ditolak, sehingga data berpola linier. Hasil uji signifikan diperoleh $t_{hitung} = 9,9 > t_{tabel} = 2,12$. Nilai korelasi diperoleh $(r) = 0,927$. Hal ini menunjukkan 92,7% hasil belajar siswa dipengaruhi oleh media komik. Perolehan uji gain ternormalisasi diperoleh rata-rata sebesar 0,56 pada kelas eksperimen dan 0,42 pada kelas kontrol yang menunjukkan kategori sedang.

Kata Kunci: Media Komik, Cerita Anak, Hasil Belajar Kognitif.

Endah Tri Mastuti. 2016. *The effect of comic media toward the value of student Studying at Basic Indonesia Language about summarize content of child-yarn of Public Elementary School*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor I: Sulaiman S.Pd., M.Pd. Advisor II: Mohammad Edy Nurtamam S.Pd., M.Si.

ABSTRACT

The purpose of the research is to know how the effect of comic media toward the value of student Studying at Indonesian Language about summarize content of child-yarn. The kind of this research is using quasi eksperimental design method by nonequivalent control group design program. The sample that use is surfeited sample the all of 5th grade student of Dlanggu Public Elementary School. The accumulation of research data is using the value of study-test, observation, and questionnaire. The data that have gained Iprocessed by statistic and then analysed. The result of this linier regresi experiment is $F_{\text{count}} = 97,165 > F_{\text{table}} = 4,49$, then $t_{\text{count}} = 9,9 > t_{\text{table}} = 2,12$. The conclusion is there is impact by using comic media toward the value of student-studying. This case indicate 92,7% the value of student-studying is influenced by comic media. Correlation value is obtained $(r) = 0,927$. The acquisition test gain is normalized at experiment-class in the average of 0,56 and control-class 0,42 at medium category.

Keyword: Comic media, Child yarn, Cognitive studying result.