

Nur Faisah. 2025. *Pengembangan Komik Digital Berbasis Contextual Teaching and Learning pada Materi Cahaya dan Alat Optik*. Skripsi, Program Studi Pendidikan IPA, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Aida Fikriyah

ABSTRAK

Pengembangan komik digital didasarkan pada minimumnya penggunaan media pembelajaran berbasis digital, kurangnya minat dan motivasi belajar IPA. Penelitian pengembangan ini bertujuan untuk mengetahui kelayakan, tingkat keterbacaan dan respons siswa tentang komik digital berbasis *Contextual Teaching and Learning* pada materi cahaya dan alat optik. Penelitian ini merupakan penelitian pengembangan dengan menggunakan model ADDIE yang meliputi *analyze, design, development, implementation* dan *evaluation*. Penelitian dilaksanakan di SMP Negeri 3 Bangkalan pada tahun ajaran 2024/2025 dengan melibatkan siswa kelas VIII B dan VIII C. Teknik pengumpulan data penelitian melalui angket. Hasil pengembangan komik digital memperoleh nilai kelayakan media sebesar 88,44% dengan kriteria sangat layak. Kelayakan materi memperoleh nilai sebesar 84,20% dengan kriteria sangat layak. Hasil tingkat keterbacaan media memperoleh nilai sebesar 86,63% dengan kriteria sangat tinggi, dan respons siswa terhadap media sebesar 83,88% dengan kriteria sangat baik. Berdasarkan hasil yang diperoleh diketahui bahwa komik digital berbasis *contextual teaching and learning* layak digunakan pada pembelajaran materi cahaya dan alat optik.

Kata Kunci: *Contextual Teaching and Learning, Komik Digital, Media Pembelajaran*

Nur Faisah. 2025. The Development of Digital Comics Based on Contextual Teaching and Learning on the Material of Light and Optical Instruments. Thesis, Science Education Study Program, Faculty of Teacher Training and Education, Trunojoyo Madura University. Supervisor: Aida Fikriyah.

ABSTRACT

The development of digital comics is based on the minimal use of digital-based learning media, lack of interest and motivation in learning science. This development research aims to determine the feasibility, level of readability and student responses to digital comics based on Contextual Teaching and Learning on the material of light and optical instruments. This research is a development research using the ADDIE model which includes analyze, design, development, implementation and evaluation. The research was conducted at SMP Negeri 3 Bangkalan in the 2024/2025 academic year involving students of class VIII B and VIII C. The research data collection technique was through a questionnaire. The results of the development of digital comics obtained a media feasibility value of 88.44% with very feasible criteria. The feasibility of the material obtained a value of 84.20% with very feasible criteria. The results of the media readability level obtained a value of 86.63% with very high criteria, and student responses to the media were 83.88% with very good criteria. Based on the results obtained, it is known that digital comics based on contextual teaching and learning are suitable for use in learning the material of light and optical instruments.

Keywords: Contextual Teaching and Learning, Digital Comics, Learning Media