

Alviana. 2024. *Pengembangan Media E-Komik Pembelajaran IPAS Materi Bagian Tubuh Tumbuhan Kelas IV-A SDN Demangan 1 Bangkalan*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya minat belajar dan hasil belajar siswa, dikarenakan belum menggunakan media pembelajaran dan anak menjadi cepat bosan khususnya pada pembelajaran IPAS materi Bagian Tubuh Tumbuhan Kelas IV-A di SDN Demangan 1 Bangkalan dengan subjek penelitian sebanyak 34 siswa sebagai kelas uji coba produk. Metodologi penelitian menggunakan research and Development (R&D). Langkah-langkah pengembangan ini dikembangkan dengan prosedur pengembangan ADDIE yang dilakukan dalam 5 langkah penelitian, yaitu analisis, desain, pengembangan, implementasi, dan evaluasi. Penelitian ini bertujuan untuk; (1) mengembangkan kevalidan media e-komik, (2) mengembangkan kemenarikan media e-komik, (3) mengembangkan keefektifan media e-komik. Berdasarkan hasil penelitian ahli, diperoleh persentase kevalidan rata-rata media e-komik sebesar 87% dengan katagori sangat valid. Kemenarikan media e-komik diukur dari hasil angket respon guru sebesar 98% dengan katagori sangat menarik dan angket respon siswa sebesar 96% dengan katagori sangat menarik. Keefektifan media e-komik diukur dari hasil ketuntasan belajar klasikal sebesar 100% dengan katagori efektif beserta pendukung keefektifannya yang diukur dari aktivitas guru sebesar 95% dengan katagori aktif dan observasi aktivitas siswa sebesar 90% dengan katagori aktif. Berdasarkan hasil penelitian, maka media e-komik layak digunakan untuk pembelajaran IPAS Kelas 4 Bab 1 Topik A dengan katagori sangat valid, sangat menarik, dan efektif.

Kata Kunci: E-Komik, IPAS, Media Pembelajaran.

Alviana. 2024. Development of E-Comics Media for Science and Science Learning Material on Plant Body Parts Class IV-A SDN Demangan 1 Bangkalan. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRACT

This research is motivated by the low interest in learning and student learning outcomes, because they have not used learning media and children become bored quickly, especially in science and science learning, Plant Body Parts material for Class IV-A at SDN Demangan 1 Bangkalan with research subjects of 34 students as a product trial class. . The research methodology uses research and development (R&D). These development steps were developed using the ADDIE development procedure which was carried out in 5 research steps, namely analysis, design, development, implementation and evaluation. This research aims to; (1) developing the validity of e-comic media, (2) developing the attractiveness of e-comic media, (3) developing the effectiveness of e-comic media. Based on the results of expert research, the average validity percentage of e-comic media was 87% with a very valid category. The attractiveness of e-comics media is measured from the results of the teacher response questionnaire of 98% in the very interesting category and the student questionnaire response of 96% in the very interesting category. The effectiveness of e-comics media is measured from the results of classical learning completion of 100% in the effective category along with supporting effectiveness as measured by teacher activities of 95% in the active category and observation of student activities of 90% in the active category. Based on the research results, e-comic media is suitable for use for learning Class 4 Science Science Chapter 1 Topic A with the categories very valid, very interesting and effective.

Keywords: *E-Comics, IPAS, Learning Media.*