

Melinda Ayu Puspitasari, 2026. *Pengembangan Media E-Komik Materi Perubahan Wujud Zat Kelas IV di SDN Banyuajuh 3*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Jurusan Ilmu Pendidikan, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing Bagus Rahmad Wijaya S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah (1) mengetahui kevalidan E-Komik materi perubahan wujud zat kelas IV SDN Banyuajuh 3, (2) mengetahui kepraktisan E-Komik materi perubahan wujud zat kelas IV SDN Banyuajuh 3, (3) mengetahui keefektifan E-Komik materi perubahan wujud zat kelas IV SDN Banyuajuh 3. Pengembangan ini menggunakan model 4D yang mempunyai 4 tahapan yakni, tahap pendefinisian (*define*), perancangan (*design*), pengembangan (*develop*), dan penyebaran (*disseminate*). Subjek penelitian adalah siswa Kelas IV SDN Banyuajuh 3. Berdasarkan hasil validasi para ahli didapatkan hasil persentase sebagai berikut: ahli materi 82,6% dengan kriteria sangat valid, ahli media 92,5% dengan kriteria sangat valid, ahli desain pembelajaran 90% dengan kriteria sangat valid. Kepraktisan produk media E-Komik materi perubahan wujud zat dilihat dari hasil observasi penggunaan produk oleh guru pada kelompok kecil sebesar 94% (sangat praktis), rata-rata pada kelompok besar 97% (sangat praktis) dan observasi siswa pada kelompok kecil sebesar 89% (sangat praktis), rata-rata kelompok besar dengan jumlah 92% (sangat praktis). Keefektifan diperoleh dari hasil perhitungan angket respon siswa kelompok kecil memperoleh 88% dan kelompok besar memperoleh 95% hasil kedua angket tersebut memperoleh kriteria sangat efektif merujuk pada $80\% \leq \text{Ars} \leq 100\%$. Keefektifan juga diperoleh dari tes hasil belajar siswa kelompok kecil dan besar secara klasikal mencapai 100% pada media e-komik materi perubahan wujud zat memenuhi persyaratan ketuntasan belajar secara klasikal yaitu $\geq 85\%$ siswa mencapai KKTP dan berada dalam kriteria efektif.

Kata Kunci: Media Pembelajaran, E-Komik, Perubahan Wujud Zat

Melinda Ayu Puspitasari, 2026. Development of an E-Comic Learning Media on the Topic of Changes in the States of Matter for Fourth Grade Students at SDN Banyuajuh 3. Undergraduate Thesis, Primary School Teacher Education Study Program, Department of Education, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Supervisor: Bagus Rahmad Wijaya, S.Pd., M.Pd.

ABSTRACT

The objectives of this development research were: (1) to determine the validity of the E-Comic on the topic of changes in states of matter for fourth-grade students at SDN Banyuajuh 3, (2) to determine the practicality of the E-Comic on the topic of changes in states of matter for fourth-grade students at SDN Banyuajuh 3, and (3) to determine the effectiveness of the E-Comic on the topic of changes in states of matter for fourth-grade students at SDN Banyuajuh 3. This study employed the 4D development model, which consists of four stages: Define, Design, Develop, and Disseminate. The research subjects were fourth-grade students of SDN Banyuajuh 3. The results of expert validation showed that the material expert assessment reached 82.6%, categorized as very valid; the media expert assessment reached 92.5%, categorized as very valid; and the instructional design expert assessment reached 90%, categorized as very valid. The practicality of the E-Comic learning media was determined based on observations of product use by teachers and students. Teacher observation results in the small-group trial reached 94% (very practical), while the average result in the large-group trial reached 97% (very practical). Student observation results in the small-group trial reached 89% (very practical), while the average result in the large-group trial reached 92% (very practical). The effectiveness of the product was measured through student response questionnaires and learning achievement tests. The student response questionnaire results reached 88% in the small-group trial and 95% in the large-group trial. Both results were categorized as very effective, referring to the criterion of $80\% \leq \text{Ars} \leq 100\%$. The effectiveness was also supported by the learning achievement test results, which showed that classical mastery learning in both small-group and large-group trials reached 100%. Therefore, the E-Comic learning media on the topic of changes in states of matter met the classical learning mastery requirement of at least 85% of students achieving the Minimum Learning Achievement Criteria (KKTP) and was categorized as effective.

Keywords: *Learning Media, E-Comic, Changes in States of Matter.*