

Setyaning Puji Kinanti. 2026. Pengembangan *E-Comic* Berbasis Kearifan Lokal Madura Rokat Tase'. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Prita Dellia, S.Kom.,M.Kom.

ABSTRAK

Proses pembelajaran Sosiologi pada materi Nilai Sosial di kelas X SMAN 2 Bangkalan masih didominasi penggunaan PowerPoint dan buku ajar sehingga pembelajaran kurang menarik dan siswa mengalami kesulitan dalam memahami materi. Selain itu, pemanfaatan media pembelajaran digital yang inovatif masih terbatas. Penelitian ini bertujuan untuk mengembangkan *E-Comic* berbasis kearifan lokal Madura Rokat Tase' pada materi Nilai Sosial kelas X SMAN 2 Bangkalan. Penelitian ini menggunakan metode Research and Development (R&D) dengan model ADDIE yang terdiri dari lima tahap, yaitu Analysis, Design, Development, Implementation, dan Evaluation. Produk yang dikembangkan berupa media pembelajaran *E-Comic* berbasis Android yang dibuat menggunakan CorelDRAW, Canva, dan Unity. Pengujian dilakukan melalui validasi ahli materi, validasi ahli media, serta uji respons siswa. Hasil validasi ahli materi memperoleh persentase 95% dengan kategori "Sangat Layak", sedangkan validasi ahli media memperoleh persentase 85% dengan kategori "Sangat Layak". Uji respons siswa dilakukan pada tiga tahap, yaitu uji perorangan memperoleh persentase 98%, uji kelompok kecil 93%, dan uji kelompok besar 92%, yang seluruhnya termasuk kategori "Sangat Baik". Hasil tersebut menunjukkan bahwa *E-Comic* berbasis kearifan lokal Madura Rokat Tase' layak digunakan sebagai media pembelajaran karena mampu membantu siswa memahami materi Nilai Sosial secara lebih menarik, interaktif, dan kontekstual.

Kata Kunci: *E-Comic*, Kearifan Lokal Madura, Rokat Tase', Nilai Sosial, ADDIE

Setyaning Puji Kinanti. 2026. *Development of an E-Comic Based on Madurese Local Wisdom, Roket Tase'*. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Universitas Trunodjoyo Madura, Advisor: Ms. Prita Dellia, S.Kom., M.Kom.

ABSTRACT

The learning process in Sociology, particularly on the topic of Social Values in Grade X at SMAN 2 Bangkalan, is still dominated by the use of PowerPoint presentations and textbooks, making learning activities less engaging and limiting students' understanding of the material. In addition, the use of innovative digital learning media remains limited. This study aims to develop an E-Comic based on the Madurese local wisdom of Roket Tase' for teaching Social Values to Grade X students at SMAN 2 Bangkalan. This research employed the Research and Development (R&D) method using the ADDIE model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The product developed was an Android-based E-Comic created using CorelDRAW , Canva, and Unity. The product was evaluated through material expert validation, media expert validation, and student response tests. The results showed that the material expert validation obtained a score of 95%, categorized as "Very Feasible", while the media expert validation obtained 85%, categorized as "Very Feasible." Student response tests yielded 98% in individual trials, 93% in small-group trials, and 92% in large-group trials, all categorized as "Very Good." These findings indicate that the developed E-Comic is highly feasible and effective as a learning medium to support students in understanding Social Values through a more engaging, interactive, and contextual learning experience.

Keywords: *E-Comic, Local Wisdom, Roket Tase', Social Values, ADDIE.*