

Iin Rukminianti, 2021. *Penerapan Media Science Comic Terhadap Hasil Belajar Siswa Pada Materi Interaksi Makhluk Hidup Dengan Lingkungan*. Skripsi, Program Studi Pendidikan Ilmu Pengetahuan Alam, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Irsad Rosidi

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh, hasil belajar, respon dan keterlaksanaan pada media *science comic* pada materi interaksi makhluk hidup dengan lingkungan. Penelitian ini menggunakan metode *Quasi Experimental Design* dengan teknik *Nonequivalent Control Group Design* yang dilaksanakan di SMP Islam Darut Tauhid dengan populasi seluruh kelas VII pada pokok bahasan interaksi makhluk hidup dengan lingkungan. Teknik pengambilan data menggunakan teknik *non probability sampling* dengan menerapkan sampling jenuh. Sampel yang digunakan yaitu 2 kelas, kelas VII A sebagai kelas eksperimen dan kelas VII B sebagai kelas kontrol. Pengumpulan data menggunakan teknik tes pilihan ganda untuk tes hasil belajar siswa, angket untuk mengetahui respon siswa dan lembar observasi untuk mengetahui keterlaksanaan pembelajaran. Teknik analisis data menggunakan uji t sampel bebas. Berdasarkan hasil penelitian dapat disimpulkan bahwa ada pengaruh media *science comic* terhadap hasil belajar siswa pada materi interaksi makhluk hidup dengan lingkungan dengan taraf signifikan – $t_{hitung} = -9.986 < t_{tabel} = 2.024 < t_{hitung} = 9.986$. Berdasarkan nilai yang telah diperoleh menunjukkan bahwa H_0 ditolak dan H_1 diterima. Rata-rata tes hasil belajar siswa kelas eksperimen setelah diterapkan media *science comic* sebesar 92% dikategorikan sangat baik. Rata-rata hasil keterlaksanaan pembelajaran sebesar 95,55% yang dikategorikan bahwa pembelajaran berjalan dengan sangat baik. Respon siswa terhadap media *science comic* memperoleh persentase rata-rata sebesar 93,2% dikategorikan sangat baik.

Kata Kunci: Hasil Belajar Siswa, Interaksi Makhluk Hidup Dengan Lingkungan, Media, *Science Comic*.

Iin Rukminianti, 2021. *Application of Science Comic Media to Student Learning Outcomes on the Interaction of Living Things with the Environment* . Thesis, Natural Science Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor : Irsad Rosidi

ABSTRACT

This study aims to determine the effect, learning outcomes, response and implementation of science comic media on the interaction of living things with the environment. This study uses the Quasi Experimental Design method with the Nonequivalent Control Group Design technique which was carried out at Darut Tauhid Islamic Junior High School with a population of all VII graders on the subject of the interaction of living things with the environment. The data collection technique used non-probability sampling technique by applying saturated sampling. The samples used were 2 classes, class VII A as the experimental class and class VII B as the control class. Collecting data using multiple choice test techniques to test student learning outcomes, questionnaires to determine student responses and observation sheets to determine the implementation of learning. The data analysis technique used the free sample t test. Based on the results of the study, it can be found that there is an influence of comic science media on student learning outcomes on the material interaction of living things with the environment with a significant level – $t \text{ count} = -9.986 < t \text{ table} = 2.024 < t \text{ count} = 9.986$. Based on the values obtained, it shows that H_0 is rejected and H_1 is accepted. The average test results of experimental class students after the application of science comic media was 92% categorized as very good. The average learning outcomes were 95.55% which was categorized that learning was going well. Student responses to science comic media obtained an average percentage of 93.2% categorized as very good.

Keywords: *Student Learning Outcomes, Interaction of Living Things with the Environment, Media, Science Comic.*