

ABSTRAK

PENGEMBANGAN MEDIA KOMIK STRIP PADA TEMA INDAHNYA KERAGAMAN BUDAYA NEGERIKU

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Penelitian ini dilatarbelakangi oleh terbatasnya media pembelajaran tematik di SD Kanisius Jetis Depok. Hal ini disebabkan oleh kurangnya biaya untuk membuat media pembelajaran dan kurangnya waktu bagi guru untuk mengembangkan media pembelajaran. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbentuk komik strip pada tema indahny keragaman budaya negeriku untuk kelas IV SD.

Metode penelitian yang digunakan oleh peneliti adalah *Research and Development* dan prosedur pengembangan menggunakan 5 tahap dengan model ADDIE meliputi: *analysis* (analisis), *design* (desain), *development* (pengembangan), *implementation* (implementasi), dan *evaluate* (evaluasi). Produk ini diujicobakan kepada 23 siswa kelas IV SD Kanisius Jetis Depok dimana produk yang dikembangkan telah divalidasi oleh 1 ahli media dan 3 praktisi. Peneliti menggunakan teknik pengumpulan data berupa observasi, wawancara, dan lembar kuisisioner. Analisis data yang digunakan berupa analisis data kuantitatif dan kualitatif.

Berdasarkan hasil validasi produk yang dikembangkan dari ahli media diperoleh skor rata-rata “3,73” (rentang 1-4) dengan kriteria “sangat layak”. Hasil validasi produk yang dikembangkan dari 3 ahli praktisi diperoleh skor rata-rata “3.00” dengan kriteria “layak”, “3,46” dengan kriteria “sangat layak”, dan “3,73” dengan kriteria “sangat layak”. Hasil implementasi didapatkan total rata-rata “3,47” dengan kriteria “sangat layak”. Keaktifan siswa diukur melalui kuisisioner yang diisi sebelum dan sesudah uji coba produk. Sebelum uji coba produk, tingkat keaktifan siswa mendapatkan total rata-rata persentase 83,5% dan setelah uji coba produk, tingkat keaktifan siswa mendapatkan total rata-rata persentase 91%. Berdasarkan hasil uji coba, produk komik strip “sangat layak” digunakan dalam pembelajaran dan berdampak positif terhadap tingkat keaktifan siswa.

Kata Kunci: media pembelajaran, komik strip, indahny keragaman budaya.

ABSTRACT

This research was undermined by the limited media learning thematic in SD Kanisius Jetis Depok. This research aims to develop a strip-shaped learning media on the theme of the beautiful cultural diversity of my country class IV SD.

The research method used by the researchers is Research and Development and the development procedure using 5 stages with the model ADDIE according (Branch, 2009) include: analysis (analysis), design (design), development (development), implementation (implementation), and evaluate. (evaluasi). This study was tested on 23 students of 4th grade SD Kanisius Jetis Depok where the products developed have been validated by 1 media expert and 3 practitioners. Researchers use data collection techniques such as observations, interviews, and questionnaires.

Based on the results of product validation developed by media experts, an average score of "3.73" (page 1-4) was obtained with the criterion "very qualified". The product validation results developed from 3 practitioner experts obtained an average score of "3.00" with the criterion "appropriate", "3.46" with "highly eligible", and "3.73" with a "huge eligibility". The implementation result was obtained a total average of "3.47" with the criterion "very qualified". Student activity was measured through a questionnaire completed by 15 students before and after product testing. Prior to product testing, the student's activity rate earned a total presentation average of 83.5%, and after the product test, the students' activity rate received a total presentation average of 91%. Based on the results of the trial, strip comic products are "very decent" used in learning and have a positive impact on student activity levels.

Keywords: development, learning media, comic strip, beautiful theme of cultural diversity of my country, class IV.