

ABSTRAK

PENGEMBANGAN MEDIA *E-COMIC* MATERI SISTEM PENCERNAAN
MANUSIA UNTUK MENINGKATKAN HASIL BELAJAR SISWA KELAS V
SEKOLAH DASAR

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Perkembangan teknologi pada dunia pendidikan masa kini terhitung cepat dan berinovasi begitu juga dengan penggunaan media pembelajaran yang digunakan oleh para pendidik, pada pengembangan pendidikan di era digital. Penelitian ini bertujuan untuk mengembangkan media *e-comic* materi sistem pencernaan manusia untuk meningkatkan hasil belajar siswa kelas V SD.

Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE : *Analyze, Design, Develop, Implement, Evaluate*. Subjek penelitian ini melibatkan ahli materi, ahli media dan dua guru kelas V, serta 22 siswa kelas V SD Negeri Kentungan Yogyakarta. Pengumpulan data menggunakan kuesioner analisis dan wawancara guru kelas V SD. Analisis data menggunakan teknik kualitatif dan kuantitatif.

Hasil penelitian menunjukkan, 1) pengembangan media *e-comic* materi sistem pencernaan manusia kelas V SD dilakukan dengan mengikuti tahapan ADDIE : *Analyze, Design, Develop, Implement, Evaluate*. 2) Kualitas media *e-comic* dengan penilaian ahli materi 2,14, ahli media 2,62, dan guru kelas V skor rata-rata 3,48 (Sangat Baik) dan layak untuk diuji cobakan sesuai saran para ahli. Penerapan media pembelajaran *e-comic* berpengaruh pada hasil belajar siswa dengan peningkatan, dari nilai *pretest* rata-rata 57,72 menjadi nilai *posttest* nilai rata-rata 85, terdapat kenaikan hasil belajar pada siswa sebesar 27,27 atau setara kenaikan persentase sebesar 54%. Hal ini menunjukkan media *e-comic* materi sistem pencernaan manusia kelas V SD, dapat meningkatkan hasil belajar dan layak digunakan untuk pembelajaran berkelanjutan.

Kata kunci: Media Pembelajaran, *E-comic*, Sistem Pencernaan Manusia, Hasil Belajar

ABSTRACT

DEVELOPMENT OF E-COMIC ABOUT THE HUMAN DIGESTIVE SYSTEM
TO IMPROVE THE LEARNING OUTCOMES OF V GRADE PRIMARY
SCHOOL STUDENTS

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Technological developments in today's world of education are rapid and innovative, as is the use of learning media by educators in the development of education in the digital age. This study aims to develop e-comic media on the human digestive system to improve the learning outcomes of fifth-grade primary school students.

This study employs the Research and Development (R&D) method using the ADDIE model: Analyse, Design, Develop, Implement, Evaluate. The research subjects include subject matter experts, media experts, two Year 5 teachers, and 22 Year 5 students from State Kentungan, Yogyakarta. Data collection was conducted using analysis questionnaires and interviews with fifth-grade primary school teachers. Data analysis employed both qualitative and quantitative techniques.

The results of the study showed that 1) the development of e-comic media for human digestive system material for fifth-grade elementary school students was carried out by following the ADDIE stages: Analyze, Design, Develop, Implement, Evaluate. 2) The quality of e-comic media was assessed by subject matter experts at 2.14, media experts at 2.62, and fifth-grade teachers at 3.48 (Very Good) and is suitable for testing according to the experts' suggestions. The application of e-comic learning media had an effect on student learning outcomes with an increase from a pretest average score of 57.72 to a posttest average score of 85. There was an increase in learning outcomes among students of 27.27, equivalent to a percentage increase of 54%. This indicates that the e-comic learning media on the human digestive system for Grade V can improve learning outcomes and is suitable for use in continuous learning.

Keywords: Learning Media, E-comic, Human Digestive System, Learning Outcomes

