

ABSTRAK

JULIATI BOANG MANALU. NIM. 8206192004. Pengembangan Bahan Ajar Materi Teks Cerita Fantasi Dalam Bentuk Komik Digital Pada Siswa Kelas VII SMP Negeri 1 Salak Kabupaten Pakpak Bharat Tahun 2022.

Hasil penelitian ini bertujuan untuk 1) mendeskripsikan proses pengembangan bahan ajar dalam bentuk komik berbasis kearifan lokal Pakpak, 2) mendeskripsikan bentuk produk bahan ajar komik berdasarkan hasil penelitian pengembangan, dan 3) mendeskripsikan bagaimana keefektifan bahan ajar yang telah dikembangkan. Penelitian ini merupakan penelitian pengembangan *Research and Development* (RnD) dengan menggunakan model pengembangan ADDIE yang terdiri dari lima tahap yaitu *analysis, design, development, implementation,* dan *evaluate*. Ada tiga subjek dalam penelitian ini yakni validator terdiri atas dosen ahli yang memvalidasi materi dan desain, guru mata pelajaran bahasa Indonesia, dan siswa kelas VII SMPN 1 Salak Kab. Pakpak Bharat selaku responden. Teknik Pengumpulan data yang digunakan dalam penelitian ini yaitu kuesioner dan wawancara. Kuesioner digunakan untuk mendapatkan data kelayakan produk yang dikembangkan. Kuesioner diberikan kepada dosen ahli materi, dosen ahli desain, guru, dan siswa. Instrumen pengumpulan data yang digunakan berupa angket kuesioner analisis kebutuhan guru, kuesioner analisis kebutuhan siswa, lembar validasi ahli materi dan lembar validasi ahli media, lembar validasi guru, lembar responsiswa. Uji coba perorangan memperoleh kriteria “baik” dengan persentase rata-rata sebesar 79.61 %. Uji coba kelompok kecil memperoleh kriteria “sangat baik” dengan persentase rata-rata sebesar 88.2 %. Uji coba lapangan terbatas memperoleh kriteria “sangat baik” dengan persentase rata-rata 90.48 %. Efektifitas materi teks cerita fantasi berbasis kearifan lokal Pakpak meningkatkan hasil belajar siswa dengan nilai rata-rata *pre-test* siswa sebesar 69,87. dengan skor terendah yaitu 56 dan skor tertinggi 85. Sedangkan nilai rata-rata *post-test* siswa sebesar 90.06 dengan skor terendah yaitu 77 dan skor tertinggi 98. Berdasarkan data tersebut dapat disimpulkan bahwa materi teks cerita fantasi berbasis kearifan lokal Pakpak dengan menggunakan bahan ajar komik digital efektif dan dapat meningkatkan hasil belajar siswa khususnya pada materi teks cerita fantasi. Implikasi dalam penelitian ini ialah menambah wawasan dan pengetahuan siswa, meningkatkan rasa cinta siswa terhadap budaya dan daerahnya, dan melatih kemandirian siswa dalam belajar.

Kata Kunci: Cerita Fantasi, Kearifan Lokal Pakpak, Komik Digital

ABSTRACT

JULIATI BOANG MANALU. NIM. 8206192004. Development of Teaching Materials for Fantasy Story Texts in the Form of Digital Comics for Class VII Students of SMP Negeri 1 Salak, Pakpak Bharat Regency in 2022.

The results of this study aim to 1) describe the process of developing teaching materials in the form of comics based on Pakpak local wisdom, 2) describe the product form of comics teaching materials based on the results of development research, and 3) describe the effectiveness of the teaching materials that have been developed. This research is a research and development research and development (RnD) using the ADDIE development model which consists of five stages, namely analysis, design, development, implementation, and evaluate. There are three subjects in this study, namely the validator consisting of expert lecturers who validate the material and design, Indonesian language teachers, and seventh grade students of SMPN 1 SalakPakpak Bharat as the respondent. Data collection techniques used in this study are questionnaires and interviews. Questionnaires are used to obtain data on the feasibility of the product being developed. Questionnaires were given to material expert lecturers, design expert lecturers, teachers, and students. The data collection instruments used were in the form of a teacher needs analysis questionnaire, a student needs analysis questionnaire, a material expert validation sheet and a media expert validation sheet, a teacher validation sheet, and a student response sheet. Individual trials obtained "good" criteria with an average percentage of 79.61%. The small group trial obtained the criteria of "very good" with an average percentage of 88.2%. The limited field trial obtained the criteria of "very good" with an average percentage of 90.48%. The effectiveness of the fantasy story text material based on Pakpak local wisdom improves student learning outcomes with an average student pre-test score of 69.87. with the lowest score of 56 and the highest score of 85. While the average post-test score of students was 90.06 with the lowest score of 77 and the highest score of 98. Based on these data, it can be concluded that the fantasy story text material is based on Pakpak local wisdom using comics teaching materials. effective digital and can improve student learning outcomes, especially in fantasy story text material. The implications of this study are to increase students' insight and knowledge, increase students' love for their culture and region, and train students' independence in learning.

Keywords:Fantasy Stories, Pakpak Local Wisdom, Digital Comics