

ABSTRACT

Ruth Sondang, ID 41723121049 (2017). The Development of Comic Based on Inquiry Model as Learning Media to Improve Students' Motivation in Momentum and Impulses for Grade X at SMAN 2 Medan

This study aims to develop interesting instructional media such comics can affect students' motivation. However, insufficient instructional media can demotivate students in learning. The purposes of this study were to produce a comic as physics learning media, to determine the feasibility and students' response. The study was place at Senior High School 2 Medan and the participants were 20 science students of grade 10th in 2021. The type of research was used pre-test and post-test single group design model. The ADDIE model used for prepared instructional designs of folklore-based comics. The comic instructional designs validated by material and instructional media experts before being implemented to students. The data of experts' validations, students' responses and motivations were collected by using questionnaire of experts' validation, students' responses, and students' motivation. The result of this study is momentum and impulses comic. The result of material validation is $\bar{X}=4.25$ in the good category and instructional media validation is $\bar{X}=4.50$ in the good category. The assessment of students in the form of response questionnaire is $\bar{X}=4.38$ in the very good category. It can be concluded that the momentum and impulses comic is feasible to use in learning and get positive responses from the students. Based on the results obtained, it can be concluded that the momentum and impulses comic is strongly feasible and very good so that it can be used in the learning process.

Keywords: *Comic, Momentum and Impulses, Interactive media, Feasibility, Motivation*