ABSTRAK

Yovanka Lumbantobing, NIM 4202111014 (2024). Pengembangan Bahan Ajar *E-Comic* Berbasis Budaya Batak Untuk Meningkatkan Kemampuan *Higher Order Thinking Skills.*

Pengembangan bahan ajar *e-comic* berbasis budaya batak menggunakan metode penelitian dan pengembangan (*Research & Development*). Subjek penelitian adalah 25 siswa kelas VIII SMP N 1 Habinsaran. Penelitian ini dilakukan dengan tujuan menghasilkan bahan ajar dengan kriteria valid, praktis dan efektif. Teknik pengumpulan data dilakukan dengan wawancara, pemberian angket dan pemberian tes. Berdasarkan penelitian melalui tahapan ADDIE menunjukkan hasil kevalidan dengan persentase 3,81 oleh ahli media, kelayakan dengan persentase 94% oleh ahli materi, sehingga bahan ajar *e-comic* dikatakan sangat valid. Hasil kepraktisan yang diperoleh dari respon guru sebesar 95% dan dari penilaian siswa sebesar 88,7%, sehingga dikatakan bahan ajar e-comic sangat praktis. Keefektifan *e-comic* menghasilkan persentase ketuntasan belajar secara klasikal sebesar 88%, ketercapaian indikator pembelajaran indikator menganalisis sebesar 92%, mengevaluasi 68%, dan mencipta 68%, peningkatan kemampuan HOTS untuk indikator menganalisis sebesar 8,49%, mengevaluasi 52,9%, dan mencipta 63,8%, dan secara keseluruhan meningkat sebesar 30%. Ditinjau dari hasil n-gain, kemampuan HOTS siswa mengalami peningkatan sebesar 0,5808 dengan kriteria sedang. Berdasarkan hasil dan pembahasan penelitian ini menyatakan bahwa bahan ajar *e-comic* yang dikembangkan layak, praktis dan efektif diterapkan dalam pembelajaran materi prisma dan limas untuk meningkatkan kemampuan HOTS siswa kelas VIII SMP N 1 Habinsaran.

Kata kunci: *E-comic, Budaya Batak, HOTS*

ABSTRACT

Yovanka Lumbantobing, NIM 4202111014 (2024). Development of E-Comic Teaching Materials Based on Batak Culture to Improve Higher Order Thinking Skills.

Development of e-comic teaching materials based on Batak culture using research and development methods (*Research & Development*). The research subjects were 25 class VIII students SMP N 1 Habinsaran. This research was conducted with the aim of producing teaching materials with valid, practical, and effective criteria. Data collection techniques were carried out by interviews, giving questionnaires, and giving tests. Based on research through the ADDIE stages, it shoes validity results with a percentage og 3.81 by media experts, feasibility with a percentage of 94% by material experts, so *e-comic* teaching materials are said to be very valid. The practicality result obtained from teacher responses were 95% and from student assessments were 88.7%, so it can be said that e-comic teaching materials are very practical. The effectiveness of *e-comics* resulted in a classical learning completeness percentage of 88%, achievement of learning indicators for analyzing indicators of 92%, evaluating 68%, andcreating 68%, increasing HOTS ability for analyzing indicators of 8.49%, evaluating 52.9%, and created 63.8%, and overall increased by 30%. Judging from the n-gain results, students' HOTS ability increased by 0,5808 with moderate criteria. Based on the result and discussion of this research, i tis stated that the *e-comic* teaching materials developed are feasible, practical and effective to apply in learning prism and pyramid material to improve the HOTS abilities of class VIII students at SMP N 1 Habinsaran.

Keywords: *E-comic, Batak Culture, HOTS*