

ABSTRAK

EMMY SEPTENESIA TAMBUNAN. Pengembangan Media Komik IPAS Berbantuan Aplikasi Manga Maker Comipo Untuk Meningkatkan Kemampuan Berpikir Kritis Siswa Kelas IV SDN 124388 Pematangsiantar. Skripsi, Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan, 2024.

Penelitian ini bertujuan untuk: 1) Mengetahui kelayakan media komik IPAS berbantuan aplikasi Manga Maker Comipo; 2) Mengetahui kepraktisan media komik IPAS berbantuan aplikasi Manga Maker Comipo; 3) Mengetahui keefektifan media komik IPAS berbantuan aplikasi Managa Maker Comipo dan; 4) Mengetahui apakah media komik dapat meningkatkan kemampuan berpikir kritis siswa kelas IV SDN 124388 Pematangsiantar. Jenis penelitian yang digunakan adalah penelitian pengembangan atau *Research and Development* (R & D) dengan prosedur penelitian ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Subjek dalam penelitian ini adalah 1 orang guru dan 29 peserta didik kelas IV SDN 124388 Pematangsiantar serta 1 orang ahli materi dan 1 orang ahli media. Pengumpulan data dilakukan dengan cara: observasi, wawancara, angket dan tes. Berdasarkan hasil dan pembahasan dapat disimpulkan bahwa: Media komik berbantuan aplikasi Manga Maker Comipo “Sangat Layak” dengan persentase kelayakan ahli materi sebesar 83,33% dan ahli media sebesar 85%. Praktisi pendidikan (guru) sebesar 92,85% dengan kriteria “Sangat Praktis” dan praktisi pendidikan (peserta didik) sebesar 98% dengan kriteria “Sangat Praktis”. Keefektifan media komik memperoleh n-gain score sebesar 56,18% kriteria “Cukup Efektif”. Serta meningkatkan kemampuan berpikir kritis mengalami peningkatan dengan perolehan nilai *posttest* sebesar 77,41% kategori “Tinggi” dari sebelumnya yaitu 44,79% dengan kategori “Sedang”.

Kata Kunci: Media Pembelajaran, Komik Digital, Aplikasi Manga Maker Comipo, ADDIE



ABSTRACT

EMMY SEPTENESIA TAMBUNAN. Development of IPAS Comic Media Supported by Manga Maker Comipo Application to Improve Critical Thinking Ability of Grade IV Students of SDN 124388 Pematangsiantar. Skripsi, Medan: Faculty of Education, Universitas Negeri Medan, 2024.

This study aims to: 1) Determine the feasibility of IPAS comic media supported by Manga Maker Comipo application; 2) Determine the practicality of IPAS comic media supported by Manga Maker Comipo application; 3) Determine the effectiveness of IPAS comic media supported by Manga Maker Comipo application and; 4) Find out whether comic media can improve the critical thinking skills of Grade IV students of SDN 124388 Pematangsiantar. The type of research used is developmental research or research and development (R & D) with ADDIE (Analysis, Design, Development, Implementation, and Evaluation) research procedures. The subjects of this study were 1 teacher and 29 fourth grade students of SDN 124388 Pematangsiantar, as well as 1 materials expert and 1 media expert. Data collection was done through observation, interviews, questionnaires and tests. Based on the results and discussion, it can be concluded that Comic media supported by the Manga Maker Comipo application is "very feasible" with a feasibility percentage of 83.33% material experts and 85% media experts. Educational practitioners (teachers) of 97.14% with the criteria 'very practical' and educational practitioners (students) of 98% with the criteria 'very practical'. The effectiveness of comic media obtained an n-gain score of 56.18% of the "Quite Effective" criterion. As well as improving critical thinking skills, there has been an increase with the posttest score of 77.41% in the "High" category from the previous 44.79% in the "Medium" category.

Keywords: Learning Media, Digital Comics, Manga Maker Comipo App, ADDIE

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