

ABSTRAK

Ruth Zelena Simanjuntak. 8226181007. Pengembangan Materi Ajar Cerita Rakyat Berbantuan Komik Digital pada Siswa Kelas 3 SDN 101764 Bandar Klippa Kabupaten Deli Serdang. Tesis. Pendidikan Dasar Program Pascasarjana Universitas Negeri Medan.

Penelitian ini bertujuan untuk menghasilkan produk berupa materi ajar cerita rakyat berbantuan komik digital pada siswa kelas 3 yang telah teruji kelayakan oleh validator ahli, kepraktekan dan efektivitasnya. Penelitian ini merupakan penelitian pengembangan atau *R & D* yang menggunakan model ADDIE yang terdiri dari beberapa tahap yaitu analisis (*analyze*), desain (*design*), pengembangan (*development*), implementasi (*implementation*), dan evaluasi (*evaluation*). Materi ajar cerita rakyat ini dikembangkan lalu diuji kelayakan oleh ahli materi, ahli desain, dan angket respon guru kemudian dilanjutkan uji efektivitas. Hasil uji kelayakan diperoleh rata-rata persentase penilaian oleh ahli materi sebesar 86% dengan kategori “Sangat layak”, ahli desain sebesar 87,5% dengan kategori “Sangat layak”, angket kepraktekan respon guru sebesar 90,27% dengan kategori “Sangat praktis”. Efektivitas siswa untuk kemampuan menulis pada pembelajaran 1 sebesar 81%, pada pembelajaran 2 sebesar 84,08%, dan pada pembelajaran 3 sebesar 87,17%, untuk kemampuan berbicara pada pembelajaran 1 sebesar 86,74%, pada pembelajaran 2 sebesar 84,46%, dan pada pembelajaran 3 sebesar 89,39%. Seluruh hasil efektivitas siswa untuk ketiga pembelajaran pada kemampuan menulis memperoleh kategori “Sangat efektif” dan pada kemampuan berbicara memperoleh kategori “Sangat efektif”.

Kata kunci: Cerita Rakyat, Komik Digital, Pengembangan Materi Ajar.

ABSTRACT

Ruth Zelena Simanjuntak. 8226181007. Development of Folklore Teaching Materials Assisted by Digital Comics for Class 3 Students at SDN 101764 Bandar Klippa, Deli Serdang Regency. Thesis. Elementary Education, Graduate Program, State University of Medan.

This research aims to produce a product in the form of folklore teaching materials assisted by digital comics for grade 3 students which has been tested for feasibility by expert validators, practicality and effectiveness. This research is development research or R&D that uses the ADDIE model which consists of several stages, namely analysis, design, development, implementation and evaluation. This folklore teaching material was developed and then tested for suitability by material experts, design experts, and teacher response questionnaires, then continued with effectiveness testing. The results of the feasibility test showed that the average percentage of assessments by material experts was 86% in the "Very feasible" category, design experts were 87.5% in the "Very feasible" category, teacher response practice questionnaires were 90.27% in the "Very practical" category. ". Student effectiveness for writing ability in lesson 1 was 81%, in lesson 2 was 84.08%, and in lesson 3 was 87.17%, for speaking ability in lesson 1 was 86.74%, in lesson 2 was 84.46 %, and in lesson 3 it was 89.39%. All student effectiveness results for the third lesson in writing ability were in the "Very Effective" category and in speaking ability were in the "Very Effective" category.

Keywords: Digital Comics, Folklore, Teaching Material Development.