

ABSTRAK

Nabelia Utami Manurung. 8246181040. Pengembangan Media Komik Digital Berbantuan QR Code Untuk Meningkatkan Hasil Belajar IPAS Pada Siswa Kelas V SD N 096757 Panggualan. Tesis. Pendidikan Dasar Program Pascasarjana Universitas Negeri Medan.

Penelitian ini bertujuan untuk mengembangkan media komik digital berbantuan QR Code yang layak, praktis, dan afektif dalam meningkatkan hasil belajar IPAS siswa kelas V SD N 096757 Panggualan. Penelitian ini menggunakan metode penelitian dan pengembangan (Research and Development) dengan model ADDIE yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Subjel penelitian ini adalah siswa kelas V SD N 096757 Panggualan. Hasil penelitian menunjukkan bahwa media komik digital berbantuan QR Code dinyatakan layak berdasarkan penilaian ahli media (91%), ahli materi (95%), dan ahli bahasa (84%). Media yang dikembangkan juga dinyatakan praktis berdasarkan penilaian praktisi pendidikan (87%) serta respon siswa pada uji perorangan (87%) dan uji kelompok kecil (84%). Keefektifan media ditunjukkan oleh peningkatan hasil belajar kognitif siswa, ketuntasan hasil belajar dari 0 % pada pretest menjadi 79,31% pada posttests dengan nilai N-Gain sebesar 0,52 berada pada kategori sedang. Selain itu, hasil belajar afektif siswa mencapai persentase 85% dengan kategori sangat baik. Berdasarkan hasil tersebut, dapat disimpulkan bahwa media komik digital berbantuan QR Code layak, praktis, dan afektif digunakan dalam pembelajaran IPAS untuk meningkatkan hasil belajar siswa kelas V sekolah dasar.

Kata Kunci : Media Komik Digital, QR Code, dan Hasil Belajar



ABSTRACT

Nabelia Utami Manurung. 8246181040 *Development of QR Code-Assisted Digital Comic Media to Improve IPAS Learning Outcomes in Grade V Students at SD N 096757 Panggualan. Thesis. Primary Education Postgraduate Programme, University of Medan.*

This study aims to develop a QR Code-assisted digital comic media that is feasible, practical, and effective in improving the IPAS learning outcomes of fifth-grade students at SD N 096757 Panggualan. This study uses a research and development (R&D) method with the ADDIE model, which includes the stages of analysis, design, development, implementation, and evaluation. The subjects of this study were fifth-grade students at SD N 096757 Panggualan. The results showed that the QR Code-assisted digital comic media was deemed feasible based on the assessments of media experts (91%), subject matter experts (95%), and language experts (84%). The developed media was also deemed practical based on the assessment of education practitioners (87%) and student responses in individual tests (87%) and small group tests (84%). The effectiveness of the media was demonstrated by an increase in students' cognitive learning outcomes, with learning completeness increasing from 0% in the pretest to 79.31% in the posttest, with an N-Gain value of 0.52, which is in the moderate category. Based on these results, it can be concluded that QR Code-assisted digital comic media is feasible, practical, and effective for use in IPAS learning to improve the learning outcomes of fifth-grade primary school students.

Keywords: Digital Comic Media, QR Code, and Learning Outcomes

