

ABSTRAK

INDRA MAULANA HARAHAP, 8166182020 Pengembangan Media Pembelajaran Tematik Bentuk Komik Pada Tema Indahnya Keberagaman Negeriku Untuk Meningkatkan Hasil Belajar Siswa Kelas IV SD Negeri 028071 Binjai. Tesis. Medan: Program Pasca Sarjana Universitas Negeri Medan, 2021.

Penelitian ini bertujuan untuk mengetahui: 1) Untuk mengetahui validitas ataupun kelayakan media pembelajaran tematik bentuk komik; 2) Untuk mengetahui efektivitas media pembelajaran tematik bentuk komik. Sehingga mampu membantu hasil belajar siswa. Penelitian ini dilaksanakan di kelas IV Sekolah Dasar 020871 Binjai. Penelitian ini merupakan penelitian *Research & Development* (R&D) meliputi *analysis, Design, Development, Implementation, dan Evaluation*. Desain Komik menggunakan uji coba perorangan, uji coba kelompok kecil, uji coba kelompok besar. Data telah diverifikasi oleh 4 orang ahli yaitu ahli materi, ahli bahasa, ahli desain dan ahli kelayakan penyajian. Hasil penilaian oleh ahli materi sebelum revisi yaitu persentase sebesar 67% pada kriteria layak, materi setelah direvisi sebesar 92% dengan kategori sangat layak. Hasil penilaian oleh ahli kelayakan penyajian komik sebelum revisi memperoleh rata-rata sebesar 66% pada kategori layak, setelah revisi mencapai persentase 91% pada kategori sangat layak. Hasil validasi ahli bahasa sebelum revisi memperoleh persentase 65% pada kategori layak, setelah revisi memperoleh persentase sebesar 90% dengan kategori sangat layak. Hasil validasi ahli desain sebelum revisi memperoleh rata-rata sebesar 65% pada kategori layak, setelah revisi memperoleh rata-rata 90% pada kategori sangat layak. Uji efektivitas berdasarkan nilai gain score pada kelas eksperimen diperoleh nilai 0,6255 dengan kategori sedang. Sedangkan pada kelas kontrol diperoleh nilai rata-rata Gain Score sebesar 0,2257 pada kategori rendah. Nilai pretest siswa pada kelas eksperimen sebelum menggunakan komik tematik rata-rata 61,50. Sedangkan nilai postes siswa setelah menggunakan komik tematik rata-rata 87,00. Nilai pretest siswa pada kelas kontrol 65,00 sedangkan nilai posttest kelas kontrol 74,50. Hasil penelitian menunjukkan bahwa kedua data *posttest* hasil belajar siswa mempunyai nilai t_{hitung} ($=0,000$) sehingga terdapat perbedaan karena sig (2-tailed) $< 0,05$ dan t_{hitung} bernilai positif sehingga H_0 ditolak. Hal ini menunjukkan bahwa penggunaan komik sangat efektif digunakan untuk meningkatkan hasil belajar.

Kata kunci : hasil belajar siswa, komik tematik.

ABSTRACT

INDRA MAULANA HARAHAHAP, 8166182020 Development of Comic Form Thematic Learning Media on the Theme of the Beauty of My Country's Diversity to Improve Learning Outcomes of Class IV Students of SD Negeri 028071 Binjai. Tesis. Medan: Postgraduate Program, State University of Medan, 2021.

This study aims to determine: 1) To determine the validity or feasibility of comic learning thematic media; 2) To determine the effectiveness of comic thematic learning media. So that it can help student learning outcomes. This research was conducted in grade IV Elementary School 020871 Binjai. This research is a Research & Development (R & D) research which includes analysis, design, development, implementation, and evaluation. Comic design uses individual trials, small group trials, large group trials. The data has been verified by 4 experts, namely material experts, linguists, design experts and presentation feasibility experts. The results of the assessment by material experts before the revision were a percentage of 67% on the eligible criteria, the material after being revised was 92% with the very feasible category. The results of the assessment by the expert on the feasibility of presenting comics before the revision obtained an average of 66% in the feasible category, after revision it reached a percentage of 91% in the very feasible category. The results of the linguist validation before the revision obtained a percentage of 65% in the feasible category, after the revision obtained a percentage of 90% with the very feasible category. The results of the design expert validation before the revision obtained an average of 65% in the feasible category, after the revision obtained an average of 90% in the very feasible category. The effectiveness test based on the gain score in the experimental class obtained a value of 0.6255 in the moderate category. Meanwhile, the control class obtained an average Gain Score of 0.2257 in the low category. The pretest score of students in the experimental class before using thematic comics was an average of 61.50. Meanwhile, the posttest scores of students after using thematic comics were an average of 87.00. The student's pretest score in the control class was 65.00 while the posttest score in the control class was 74.50. The results showed that the two posttest data on student learning outcomes had a t-count (= 0,000) so there was a difference because sig (2-tailed) <0.05 and tcount was positive so that H₀ was rejected. This shows that the use of comics is very effective in improving learning outcomes.

Keywords: student learning outcomes, thematic comics.