

ABSTRAK

**Monika Sari Dewi Damanik, NIM 4153341030 (2022),
Pengembangan Komik Digital Sebagai Media Pembelajaran Biologi Di SMA
Negeri 2 Percut Sei Tuan**

Penelitian ini ditujukan untuk mengembangkan dan menguji kelayakan media pembelajaran berbasis komik digital serta menguji pengaruhnya terhadap hasil belajar peserta didik pada materi sel. Media pembelajaran dikembangkan dengan mengikuti model pengembangan 4D dari Thiagarajan yang terdiri dari empat tahap yaitu *define, design, develop* dan *disseminate*. Produk media divalidasi oleh ahli materi, ahli media, dan ahli pembelajaran, dan selanjutnya dimintakan pendapat dari guru bidang studi biologi dan peserta didik kelas XI MIA 2 SMA Negeri 2 Percut Sei Tuan. Data penelitian berupa hasil validasi ahli (diperoleh melalui instrumen validasi), pendapat guru dan peserta didik (melalui angket), dan hasil uji pengaruh (melalui tes hasil belajar). Data dianalisis baik secara kualitatif maupun kuantitatif. Hasil penelitian menunjukkan bahwa media komik yang dikembangkan dinilai sangat layak baik oleh ahli materi (skor 94,38%), ahli media (89,34%) maupun oleh ahli pembelajaran (96,00%). Media komik juga dinilai sangat layak baik oleh guru biologi (93,22%) maupun oleh peserta didik (92,38%). *Paired sample t-test* menunjukkan bahwa nilai *post-test* nyata lebih besar dibandingkan dengan nilai *pre-test*. Ini menunjukkan bahwa hasil belajar peserta didik pada materi sel mengalami peningkatan signifikan setelah menggunakan media komik digital yang dikembangkan.

Kata Kunci : Hasil Belajar, Komik Digital, Media Pembelajaran



ABSTRACT

**Monika Sari Dewi Damanik, NIM 4153341030 (2022),
Development of Digital Comics as Biology Learning Media at SMA
Negeri 2 Percut Sei Tuan**

This study aims to develop and test the feasibility of digital comic-based learning media and to examine its effect on the result of student's study in cell material. Learning media was developed by following the 4D development model from Thiagarajan which consists of four stages, namely define, design, develop and disseminate. Media product was validated by material expert, media expert, and learning expert, and then the opinions of the biology teacher and students of class XI MIA 2 SMA Negeri 2 Percut Sei Tuan were asked. The data research are expert validation results (obtained through validation instruments), teacher and student opinions (got by delivering questionnaires), and influence test results (found by students' outcomes test). Data were analyzed qualitatively and quantitatively. The result of the study showed that the developed comic media was considered very feasible by material expert (94,38%), media expert (89,34%), and learning expert (96,00%). Comic was considered very feasible too both by biology teachers (93.22%) and by students (92.38%). Paired sample t-test indicated that the post-test score was significantly higher than the pre-test. This showed that the result of student's study in cell material had increased significantly after using the developed digital comic media.

Keywords : Learning Outcomes, Digital Comic, Learning Media

