

ABSTRAK

Sarah, NIM 4183341049 (2022). Pengembangan Media Pembelajaran Visual Berbentuk Komik Berbasis Android Pada Materi Pencemaran Lingkungan Kelas X SMA Negeri 1 Batang Kuis T.P 2021/2022.

Penelitian ini bertujuan untuk mengetahui tingkat kelayakan Media Pembelajaran Visual yang dikembangkan berbentuk komik berbasis android sebagai salah satu sumber belajar pada materi sistem pencemaran lingkungan kelas X SMA Negeri 1 Batang Kuis. Subjek dalam penelitian ini adalah siswa kelas X IPA-1 SMA Negeri 1 Batang Kuis. Media Pembelajaran yang dikembangkan berdasarkan validasi ahli yakni ahli materi, ahli media, ahli desain dan berdasarkan uji lapangan untuk memperoleh respon dan penilaian oleh guru bidang studi, dan peserta didik. Penelitian ini menggunakan desain pengembangan instruksional model 4-D oleh Thiagarajan yang meliputi 4 tahapan yakni; define (pendefinisian), design (perancangan), develop (pengembangan), dan disseminate (penyebaran) yang dibatasi pada uji lapangan terbatas dan penyebaran terbatas untuk melihat hasil ketuntasan belajar klasikal peserta didik dan efektivitas media pembelajaran. Persiapan penelitian dimulai pada bulan Februari 2022 dan dilaksanakan pada bulan Mei 2022 – Desember 2022. Uji coba produk dilakukan di SMA Negeri 1 Batang Kuis. Hasil penelitian menunjukkan bahwa Media Pembelajaran yang telah dikembangkan layak digunakan sebagai sumber belajar mandiri peserta didik karena memenuhi kriteria kelayakan. Berdasarkan validasi ahli materi diperoleh mean skor 4,53 dari ahli materi yang termasuk dalam kategori “sangat layak”, mean skor 4,83 dari ahli media yang termasuk dalam kategori “sangat layak” dan mean skor 4,45 dari ahli desain yang termasuk dalam kategori “sangat layak”. Berdasarkan hasil uji lapangan terhadap respon guru dan peserta didik diperoleh mean skor 83,6 dari hasil penilaian guru bidang studi dan mean skor 87,18 dari hasil penilaian peserta didik yang termasuk dalam kategori “sangat baik”. Ketuntasan belajar klasikal peserta didik pada penyebaran terbatas mendapat persentase 88,88% serta nilai N-Gain skor rata-rata sebesar 0,65 dimana nilai tersebut berada dalam kategori sedang.

Kata kunci: Pengembangan, Media Pembelajaran, Pencemaran Lingkungan, SMA Negeri 1 Batang Kuis.

ABSTRACT

Sarah, NIM 4183341049 (2022). Development of Visual Learning Media in the Form of Android-Based Comics on Environmental Pollution Material for Class X SMA Negeri 1 Batang Kuis T.P 2021/2022.

This study aims to determine the feasibility of Visual Learning Media developed in the form of Android-based comics as a source of learning on environmental pollution system material for class X SMA Negeri 1 Batang Kuis. The subjects in this study were students of class X IPA-1 SMA Negeri 1 Batang Kuis. Learning media developed based on expert validation, namely material experts, media experts, design experts and based on field tests to obtain responses and assessments by subject teachers and students. This study uses the 4-D model instructional development design by Thiagarajan which includes 4 stages namely; define (definition), design (design), develop (development), and disseminate (dissemination) which is limited to limited field tests and limited distribution to see the results of students' classical learning mastery and the effectiveness of learning media. Research preparations began in February 2022 and were carried out in May 2022 – December 2022. Product trials were carried out at SMA Negeri 1 Batang Kuis. The results of the research show that the Learning Media that has been developed is suitable for use as a source of independent learning for students because it meets the eligibility criteria. Based on the validation of material experts, a mean score of 4.53 was obtained from material experts who were included in the "very appropriate" category, a mean score of 4.83 from media experts who were included in the "very feasible" category and a mean score of 4.45 from design experts who were included in category "very feasible". Based on the results of the field test on teacher and student responses, a mean score of 83.6 was obtained from the results of the teacher's assessment of the field of study and a mean score of 87.18 from the results of the assessment of students who were included in the "very decent" category. The classical learning mastery of students in a limited distribution gets a percentage of 88.88% and an average N-Gain score of 0.65 where this value is in the medium category.

Keywords: Development, Learning Media, Environmental Pollution, SMA Negeri 1 Batang Kuis.