ABSTRAK

KARMILA BRU SEBAYANG. 8216182032. Pengembangan Buku Komik Digital Berbasis Kecakapan Hidup untuk Meningkatkan Kemampuan Berpikir Kritis Siswa Pada Pembelajaran IPA di Kelas IV Sekolah Dasar Negeri 068006 Medan. Tesis. Pendidikan Dasar Program Pascasarjana Universitas Negeri Medan.

Penelitian ini bertujuan untuk mengembangkan Buku Komik digital berbasis kecakapan hidup pada topik Gaya dan Gerak yang teruji validitas, kepraktisan, dan efektivitasnya. Penelitian ini menggunakan model 4D yang terdiri dari beberapa tahap yaitu pendefinisian (*define*), perancangan (*design*), pengembangan (*develop*), dan penyebaran (*disseminate*). Buku Komik digital yang dikembangkan divalidasi oleh ahli materi, ahli desain, dan ahli bahasa kemudian dilanjut uji kepraktisan dan uji efektivitas. Hasil penelitian diperoleh rata-rata persentase penilaian oleh ahli materi sebesar 92% dengan kategori "Sangat layak", ahli desain sebesar 90% dengan kategori "Sangat layak", dan ahli bahasa sebesar 92% dengan kategori "Sangat layak". Kepraktisan respon siswa diperoleh skor rata-rata sebesar 3,2 dengan kategori "Tertarik". Hasil pemahaman konsep siswa secara klasikal, data yang diperoleh menunjukkan 58% siswa pada tingkat pemahaman tinggi. Hasil skor N-gain menunjukkan Buku Komik digital efektif dalam meningkatkan kemampuan berpikir kritis siswa pada topik gaya dan gerak di kelas IV SD pada kriteria "Sedang" (N-Gain = 0,44).

Kata kunci : Pengembangan Komik Digital, Kecakapan Hidup, Kemampuan Berpikir Kritis, Pembelajaran IPA.

ABSTRACT

KARMILA BRU SEBAYANG. 8216182032. Development of a Digital Comic Book Based on Life Skills to Improve Students' Critical Thinking Skills in Natural Science Class IV of State Elementary School 068006 Medan. Thesis. Elementary Education, Graduate Program, State University of Medan.

This research aims to develop a life skills-based digital comic book on the topic of Forces and Motion that has been tested for validity, practicality, and effectiveness. The study follows the 4D model, consisting of several stages: defining, designing, developing, and disseminating. The developed digital comic book was validated by subject matter experts, designers, and language experts. Subsequently, practicality and effectiveness tests were conducted. The research results showed an average percentage rating by subject matter experts at 92%, categorized as 'Highly Suitable,' by designers at 90%, also 'Highly Suitable,' and by language experts at 92%, 'Highly Suitable.' The practicality response from students resulted in an average score of 3.2, categorized as 'Interested.' In terms of students' conceptual understanding, the data obtained indicated that 58% of students achieved a high level of understanding. The N-Gain scores demonstrated that the digital comic book was effective in enhancing students' critical thinking abilities in the topic of Forces and Motion in the fourth-grade Science class, categorized as 'Moderate' with an N-Gain score of 0.44.

Keywords : Digital Comic Development, Life Skills, Critical Thinking Skills, Science Learning.