

ABSTRAK

Fatimah Tuzuhro. NIM 8226166007. Pengembangan Bahan Ajar Komik Ekonomi Digital Interaktif Berbasis Nilai Karakter Untuk Meningkatkan Hasil Belajar Siswa Di MAN 3 Langkat. Tesis Program Studi Pendidikan Ekonomi

Tujuan penelitian ini untuk (1) mengetahui kelayakan bahan ajar komik ekonomi digital interaktif dalam meningkatkan hasil belajar siswa. (2) Mengetahui keefektifan bahan ajar komik ekonomi digital interaktif dalam meningkatkan hasil belajar siswa. Peneliti menggunakan model pengembangan 4D, (*Define, Design, Develop, Disseminate*). Populasi dalam penelitian ini adalah peserta didik kelas X MAN 3 Langkat. Pengambilan sample menggunakan teknik *purposive sampling*. Adapun Sampel dalam penelitian ini adalah kelas X4 yang berjumlah 30 responden sebagai kelas eksperimen dan kelas X3 berjumlah 30 responden sebagai Kelas kontrol. Lembar instrumen yang digunakan (1) lembar validasi ahli materi, (2) lembar validasi ahli media (3) lembar validasi ahli desain pembelajaran, (4) lembar kebutuhan awal siswa. Hasil pengujian hipotesis menunjukkan (1) bahan ajar komik ekonomi digital interaktif berbasis nilai karakter mendapatkan hasil untuk ahli materi sebesar 92% dengan kategori “sangat layak”, ahli media 89% kategori “sangat layak”, ahli desain pembelajaran 94% kategori “sangat layak”. Kemudian produk bahan ajar komik juga divalidasi oleh guru ekonomi dengan skor 94,6% kategori sangat layak, serta respon dari peserta didik setelah menggunakan bahan ajar komik ekonomi mendapat skor 90% kategori “sangat layak”. (2) nilai sig.2-tailed kurang dari 0,05. Dapat diambil keputusan terdapat perbedaan hasil belajar siswa sebelum menggunakan bahan ajar komik ekonomi digital interaktif berbasis nilai karakter dengan sesudah menggunakan bahan ajar komik ekonomi digital interaktif berbasis nilai karakter, dimana hasil penelitian memperoleh nilai rata-rata sebesar 84,67 sudah mencapai KKM pada kelas eksperimen dan rata-rata 69,5 pada kelas kontrol belum mencapai KKM. Dapat disimpulkan bahan ajar komik ekonomi digital interaktif efektif digunakan dalam meningkatkan hasil belajar siswa.

Kata Kunci:

Bahan Ajar Komik Ekonomi Berbasis Nilai Karakter, Hasil Belajar

ABSTRACT

Fatimah Tuzuhro. NIM 8226166007. Development of Interactive Digital Economic Comic Teaching Materials Based on Character Values to Improve Student Learning Outcomes at MAN 3 Langkat. Economic Education Study Program Thesis

The purpose of this study was to (1) determine the feasibility of interactive digital economic comic teaching materials in improving student learning outcomes. (2) Determine the effectiveness of interactive digital economic comic teaching materials in improving student learning outcomes. The researcher used the 4D development model, (Define, Design, Develop, Disseminate). The population in this study were students of class X MAN 3 Langkat. Sampling using purposive sampling technique. The sample in this study was class X4 with 30 respondents as the experimental class and class X3 with 30 respondents as the control class. The instrument sheets used were (1) material expert validation sheet, (2) media expert validation sheet (3) learning design expert validation sheet, (4) student initial needs sheet. The results of the hypothesis test showed (1) interactive digital economic comic teaching materials based on character values obtained results for material experts of 92% with the category "very feasible", media experts 89% category "very feasible", learning design experts 94% category "very feasible". Then the comic teaching material product was also validated by the economics teacher with a score of 94.6% in the very feasible category, and the response from students after using the economic comic teaching material got a score of 90% in the "very feasible" category. (2) the sig.2-tailed value is less than 0.05. It can be concluded that there is a difference in student learning outcomes before using interactive digital economic comic teaching materials based on character values with after using interactive digital economic comic teaching materials based on character values, where the results of the study obtained an average value of 84.67 which had reached the KKM in the experimental class and an average of 69.5 in the control class had not reached the KKM. It can be concluded that interactive digital economic comic teaching materials are effective in improving student learning outcomes.

Keywords:

Economic Comic Teaching Materials Based on Character Values, Learning Outcomes



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