

ABSTRAK

ARIN RENATA SITINJAK. Pengembangan Media Komik Digital Berbasis Pendekatan Saintifik Pada Pelajaran IPAS Materi Wujud Zat dan Perubahannya Kelas IV SDN 106806 Cinta Rakyat. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan, 2025.

Penelitian dan pengembangan ini dilatarbelakangi oleh beberapa masalah yaitu media yang digunakan masih memanfaatkan buku ajar dan benda yang ada di sekolah, kurangnya variasi media pembelajaran, kurangnya pemahaman guru terkait pembuatan media pembelajaran berbasis digital. Hal tersebut menyebabkan hasil belajar siswa rendah dikarenakan siswa sulit memahami materi yang diajarkan. Penelitian dan pengembangan ini dilaksanakan dengan tujuan untuk menghasilkan produk berupa media komik digital yang telah diuji kelayakan, kepraktisan, dan keefektifannya sehingga dapat digunakan dalam proses pembelajaran. Jenis penelitian ini yaitu penelitian dan pengembangan (R&D) menggunakan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Teknik Pengumpulan data yang digunakan yaitu observasi, wawancara, angket, dan tes. Hasil validasi oleh ahli materi diperoleh skor 88% dengan kategori “Sangat Layak”. Hasil validasi oleh ahli desain diperoleh skor 81% dengan kategori “Sangat Layak”. Hasil penilaian praktisi pendidikan diperoleh skor 86% dengan kategori “Sangat Praktis”. Hasil efektivitas dari rata-rata skor N-Gain persen sebesar 76,03% atau N-Gain > 0,70 dengan kategori “Sangat Efektif”, Sehingga dapat disimpulkan bahwa penelitian dan pengembangan ini menghasilkan sebuah produk berupa Media Komik Digital Berbasis Pendekatan Saintifik yang layak, praktis, dan efektif digunakan dalam pembelajaran.

Kata Kunci : Pengembangan Media, Komik Digital, Pendekatan Saintifik, IPAS.

ABSTRACT

ARIN RENATA SITINJAK. Development of Digital Comic Media Based on a Scientific Approach in Science Lessons, Material on Forms of Substances and Their Changes, Class IV SDN 106806 Cinta Rakyat. Skripsi. Medan: Faculty of Education. State University of Medan, 2025.

This research and development was motivated by several problems, namely the media used still utilized textbooks and objects available in schools, a lack of variety in learning media, a lack of teacher understanding regarding the creation of digital-based learning media. This causes low student learning outcomes because students find it difficult to understand the material being taught. This research and development was carried out with the aim of producing a product in the form of digital comic media that has been tested for feasibility, practicality and effectiveness so that it can be used in the learning process. This type of research is research and development (R&D) using the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model. The data collection techniques used were observation, interviews, questionnaires and tests. The results of validation by material experts obtained a score of 88% in the "Very Eligible" category. The validation results by design experts obtained a score of 81% in the "Very Eligible" category. The educational practitioners' assessment results obtained a score of 86% in the "Very Practical" category. The effectiveness results of the average N-Gain percent score are 76.03% or $N\text{-Gain} > 0.70$ in the "Very Effective" category, so it can be concluded that this research and development has produced a product in the form of Digital Comic Media Based on a Scientific Approach that is feasible, practical, and effective for use in learning.

Keywords : Media Development, Digital Comics, Scientific Approach, Science.