

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media komik tiga dimensi berbasis kearifan lokal pada pembelajaran tematik kelas IV untuk mengembangkan keaktifan belajar peserta didik dalam pembelajaran. Pengembangan yang digunakan pada penelitian ini yaitu mengambil model ADDIE dari Dick dan Carry yang terdiri dari 5 tahapan diantaranya: (1) analisis, (2) desain, (3) pengembangan, (4) implementasi, dan (5) evaluasi namun peneliti hanya melakukan sampai pada tahap implementasi menyesuaikan kebutuhan penelitian prosedur pengembangan. Penelitian ini menghasilkan media pembelajaran Komik Tiga Dimensi Berbasis Kearifan Lokal Pada Pembelajaran Tematik Kelas IV. Berdasarkan hasil validasi terhadap media pembelajaran rata-rata 80,00% untuk ahli materi dan 81,17% untuk ahli media, yang artinya kriteria media sangat valid. Hasil dari respon guru diperoleh nilai 82,85% dan untuk respon siswa mendapatkan nilai 88,65%, artinya media termasuk dalam kategori sangat layak. Penilaian keefektifan produk mendapatkan nilai sebesar 97,5% yang dikategorikan sangat layak. Berdasarkan hasil penilaian tersebut dapat disimpulkan bahwa media pengembangan komik tiga dimensi berbasis kearifan lokal pada pembelajaran tematik kelas IV di SDN 1 Tanjung telah dinyatakan sangat valid dan dapat meningkatkan keaktifan belajar peserta didik.

Kata Kunci: media pembelajaran, komik tiga dimensi, kearifan lokal

ABSTRACT

This study aims to develop three-dimensional comic media based on local wisdom in thematic learning in grade IV to develop students learning activities in learning. The development used in this research is taking the ADDIE model from Dick and Carry which consist 5 stages including: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation, but researchers only do up to the implementation stage to adjust the research needs of development procedures. This study produced a Three-Dimensional Comic Learning media Based on Local Wisdom in Class IV Thematic Learning. Based on the results of validation of learning media the average is 80,00% for material experts and 81,17% for media experts, which means the media criteria are very valid. The results of the teacher's response obtained a value of 82.85% and for the student's response obtained a value of 88,65%, meaning that the media is included in the very feasible category. The product effectiveness assessment received a score of 97.5 which was categorized as very feasible. Based on the results of this assessment, it can be concluded that the development of three-dimensional comic media based on local wisdom in thematic learning class IV at SDN ! Tanjung has been declared very valid and can increase the learning activeness of student

Keywords: *learning media, three-dimensional comics, local wisdom*