

ABSTRACT

Development of E-comic Media for Indonesian Language Learning Theme 6 Phrase Sentence Material for class III SDN 1 Kelayu Utara using observation techniques, questionnaire tests and documentation. The subjects of this research were 7 grade IV students at SDN 1 Kelayu Utara. The type of research in this thesis uses research and development methods. This research aims to produce a product in the form of e-comic media, so it uses research that is needs analysis and to test the effectiveness of the product so that it can function in schools. Testing of e-comic media was carried out in a series of systematic developments, namely identification of potential and problems, data collection, product design. Data collection tools include observation, interviews, questionnaires and evaluation. From the results of observations, researchers found problems including that teachers had not found innovative learning media that were fun to attract students' interest in learning, while the results of interviews that researchers found were a lack of initiative in providing additional supporting learning resources, then the results of the questionnaire consisted of the results media validation obtained a score of $93 > 83.99$ in the "very good" category, while the material expert validation results obtained a score of $87 > 83.99$ in the "very good" category, then student response results obtained a score of $51 < 54 \leq 63$ in the "good" category. . Meanwhile, the results of the evaluation obtained that students' learning completeness was at a percentage of 86% and was declared classically complete.

Keywords: Development, E-Comics Media, Indonesian

