

## ABSTRAK

**Dian Wahyu Puspitasari.** *Pengembangan Media Komik Digital untuk Meningkatkan Minat pada Pembelajaran Tematik Siswa kelas 3 Sekolah Dasar.* Skripsi. Pacitan: STKIP PGRI Pacitan, 2021.

Penelitian ini bertujuan untuk mengetahui: (1) prosedur pengembangan media komik digital untuk meningkatkan minat belajar siswa; (2) tingkat efektifitas pengembangan media komik digital untuk meningkatkan minat belajar siswa; (3) hasil pengembangan media komik digital untuk meningkatkan minat belajar siswa.

Jenis penelitian ini *research and development* (R&D) dengan model pengembangan 4D S. Thiagarajan (1974). Langkah-langkah yang ditempuh meliputi (a) pendefinisian, (b) perancangan, (c) pengembangan dan, (d) penyebaran. Produk diuji cobakan kepada 5 siswa kelas 3 sekolah dasar dalam uji coba kelompok kecil. Kelayakan produk didasarkan pada hasil penilaian ahli materi, ahli media, ahli bahasa, serta respon dan minat kelas 3 sekolah dasar sebagai subjek uji coba. Teknik pengumpulan data dengan menggunakan observasi, wawancara, angket, dan dokumentasi. Analisis data menggunakan teknik tingkat kevalidan produk dan analisis data uji coba.

Hasil penelitian menunjukkan bahwa: (1) media komik digital untuk meningkatkan minat belajar siswa telah dikembangkan dengan model pengembangan 4D dengan uji coba dan validasi ahli; (2) media dinyatakan efektif berdasarkan pencapaian minat belajar siswa yang mencapai nilai sebesar 94%; (3) penilaian ahli materi dengan rata-rata skor 4 “Valid”, penilaian ahli media dengan rata-rata skor 44,4 “Sangat Valid”, penilaian ahli bahasa dengan rata-rata skor 4,75 “Sangat Valid”, dan penilaian siswa dalam uji coba kelompok kecil dengan rata-rata 4,9 “Valid”.

**Kata Kunci:** Media Komik Digital, Minat belajar, dan Pembelajaran Tematik

## ABSTRACT

**Dian Wahyu Puspitasari:** *Development of Digital Comic Media to Increase Interest in Thematic Learning for Grade 3 Elementary School Students.* Thesis. Pacitan: STKIP PGRI Pacitan, 2021.

*This paper aims to know: (1) The development of digital comics to increase students' interest in learning; (2) The effectiveness in development of digital comic media to increase student interest in learning; (3) The result of development of digital comic media to increase student interest in learning.*

*This paper applies research and development (R&D) method which was 4D development model based on S. Thiagarajan (1974). The steps were taken by: (a) definition, (b) designing, (c) development and, (d) deployment. The product was tested to 5 students of fourth graders of elementary school in small group. The product eligibility was based on the results of the assessment of material experts, media experts, linguists, as well as the responses and interests of grade 3 elementary school students as test subjects. The technique of collecting data used observation, interview, questionnaire, and documentation. The technique of analyzing data used product validity and test.*

*The result of this paper showed that: (1) digital comic media to increase students' interest in learning has been developed with a 4D development model with testing and expert validation; (2) The media was stated effective based on the achievement of student interest in learning that reaches a value of 94%; (3) The assessment of material experts with an average score of 4,00 "Valid"; the assessment of media experts with an average score of 4,44 "Very Valid", assessment of linguists with an average score of 4.75 "Very Valid" and the assessment of students testing in small group with an average of 4,9 "Valid".*

**Keywords:** *Digital Comic Media, Learning Interests, and Thematic Learning*