

ABSTRAK

Tiwi Andika Putri. *Pengembangan Media Komik Bermuatan Etnosains dalam Pembelajaran IPA untuk Meningkatkan Literasi Sains Siswa.* Skripsi. Pacitan: STKIP PGRI Pacitan, 2021.

Peneliti melakukan sebuah pengembangan media komik bermuatan etnosains dalam pembelajaran IPA untuk meningkatkan literasi sains siswa di sekolah dasar dengan tujuan penelitian: (1) mendeskripsikan prosedur pengembangan media pembelajaran komik bermuatan etnosains untuk meningkatkan literasi sains siswa SD, (2) mengetahui validitas media pembelajaran komik bermuatan etnosains untuk meningkatkan literasi sains siswa SD, (3) mengetahui hasil pengembangan media pembelajaran komik bermuatan etnosains terhadap peningkatan literasi sains siswa SD. Metode yang digunakan pada penelitian ini adalah *research and development* (R&D) dengan model pengembangan ADDIE yang terdiri dari lima tahapan yaitu *Analysis, Design, Developmment, Implementation, dan Evaluate*. Teknik pengumpulan data menggunakan observasi, wawancara, angket, dokumentasi dan tes literasi sains.

Media komik bermuatan etnosains telah diuji kevalidannya berdasarkan penilaian berikut: 1) penilaian oleh ahli materi dengan skor rata-rata 3,8 “Valid”; 2) penilaian oleh ahli media dengan skor rata-rata 3,9 “Valid”; 3) penilaian ahli bahasa dengan skor rata-rata 4 “Valid”; 4) respon peserta didik dengan skor rata-rata 4,7 “Sangat Baik”; 5) hasil *pretest* literasi sains dengan skor 275 dan hasil *posttest* literasi sains dengan skor 400. Berdasarkan nilai *N-gain* 0,55 kriteria “Sedang” yaitu antara $0,55 \leq 0,77$ artinya penggunaan media komik bermuatan etnosains dapat meningkatkan literasi sains siswa.

Kata Kunci: Media Komik, Etnosains, Literasi Sains

ABSTRACT

Tiwi Andika Putri. *Development of Ethnoscience Containing Comic Media in Science Learning to Improve Student's Science Literature.* Thesis. Pacitan: STKIP PGRI Pacitan, 2021.

The researcher carried out a development of comic media containing ethnoscience in science learning to improve students' scientific literacy in elementary schools with the research objectives: (1) describing the procedure for developing ethnoscience comics learning media to improve science literacy for elementary school students, (2) knowing the validity of comic learning media containing ethnoscience to improve the scientific literacy of elementary school students, (3) knowing the results of the development of learning media containing ethnoscience of comics on increasing the scientific literacy of elementary school students. The method used in this study was research and development (R&D) with the ADDIE development model consisting of five stages, namely Analysis, Design, Development, Implementation, and Evaluate. Data collection techniques used observation, interviews, questionnaires, documentation, and scientific literacy tests.

The validity of comics containing ethnoscience has been tested based on the following assessments: 1) an assessment by a material expert with an average score of 3.8 "Valid"; 2) assessment by media experts with an average score of 3.9 "Valid"; 3) assessment of linguists with an average score of 4 "Valid"; 4) student responses with an average score of 4.7 "Very Good"; 5) the results of the scientific literacy pretest with a score of 275 and the posttest results of scientific literacy with a score of 400. Based on the N-gain value of 0.55 the "Medium" criteria, which is between $0.55 \leq 0.77$ means that the use of ethnoscience-laden comics media can improve students' scientific literacy.

Keywords: *Comic Media, Ethnoscience, Scientific Literacy.*