

ABSTRAK

Yanita, Evelyn Sanchia. 2017. *Pengembangan Media Pembelajaran E-comic Materi Dongeng Kelas II Sekolah Dasar*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Pedagogi dan Psikologi. Universitas PGRI Adi Buana Surabaya. Pembimbing: (1) Drs. Achmad Fanani, S.T., M.Pd (2) Arif Mahya Fanny, S.H., M.Pd

Kata Kunci: *media pembelajaran, e-comic, dongeng.*

Penelitian ini dilatar belakangi oleh kurangnya penggunaan media pembelajaran, pendidik hanya menggunakan buku tema dan komik cetak dalam materi dongeng sehingga siswa cepat bosan. Dongeng dapat menarik perhatian siswa memanfaatkan media pembelajaran berbasis teknologi. Adapun tujuan penelitian ini untuk mengetahui hasil kelayakan Media *e-comic* materi dongeng Kelas II Sekolah Dasar yang dikembangkan.

Penelitian ini menggunakan metode penelitian R&D (research and development). Pengumpulan data di lakukan menggunakan angket untuk menilai kualitas media. Media *e-comic* di kembangkan mengacu pada tahap pengembangan 4D yang di kelompokkan dalam empat tahap, yakni *define* (pendefinisian), *design* (perancangan), *develop* (pengembangan) dan pada tahap *dessiminate* (penyebaran) tidak dilakukan karena keterbasan waktu dan biaya.

Berdasarkan hasil penelitian dan pengembangan diketahui bahwa hasil penilaian validasi ahli media mendapat skor 37, hasil validasi ahli bahasa mendapat skor 36 dan hasil validasi ahli materi mendapat skor 35. Berdasarkan nilai dari ketiga validator dapat disimpulkan bahwa Media Pembelajaran *e-comic* Materi Dongeng Kelas II Sekolah Dasar yang dikembangkan sangat layak digunakan dalam proses pembelajaran di kelas II Sekolah Dasar.

ABSTRACT

Yanita, Evelyn Sanchia. 2017. Development Of E-comic Learning Media For Class II Elementary School Storytelling Materials. Essay. Primary School Teacher Education Study Program. Faculty of Pedagogy and Psychology. PGRI Adi Buana University Surabaya. Advisors: (1) Drs. Achmad Fanani, S.T., M.Pd (2) Arif Mahya Fanny, S.H., M.Pd

Keywords: *learning media, e-comics, fairy tales.*

This research is motivated by the lack of use of instructional media, educators only use theme books and printed comics in fairy tale material so that students get bored quickly. Fairy tales can attract students' attention if they take advantage of technology-based learning. The purpose of this study was to determine the developed e-comic media for class II elementary school fairy tales.

This research uses research and development research methods. Data collection was carried out using a questionnaire to assess the quality of the media. The e-comic media developed refers to the 4D development stage which is grouped into four stages, namely define, design, develop and at the disseminate stage it is not carried out due to time and cost limitations.

Based on the results of research and development, it is known that the results of the evaluation of the media expert validation got a score of 37, the results of the validation of the linguists got a score of 36 and the results of the validation of the material experts got a score of 35. Based on the scores of the three validators it can be concluded that the e-comic learning media for class II fairy tales materials developed is very suitable for use in the learning process in grade II of elementary school.