

ABSTRAK

Vivi Klara Dhistha. (2026). Pengembangan Media Komik Digital untuk Meningkatkan Motivasi Belajar Siswa Kelas V Sekolah Dasar. Program Studi Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing I Dr. Raras Setyo Retno, M.Pd., Pembimbing II Naniek Kusumawati., S.Pd., M.Pd.

Penelitian ini dilakukan untuk melakukan pengembangan media pembelajaran komik digital untuk meningkatkan motivasi belajar siswa. Hasil observasi menunjukkan kurangnya inovasi media pembelajaran dimana guru hanya menggunakan LKS sebagai media ajar yang mengakibatkan siswa merasa bosan untuk mengikuti pembelajaran. Penelitian ini menggunakan metode Research and Development (R&D) dengan model ADDIE (Analysis, Design, Development, Implementation, Evaluation). Validasi ahli media menghasilkan presentase 98,75% dinyatakan sangat layak, validasi ahli materi menghasilkan presentase 87,5% dinyatakan sangat valid. dan validasi ahli Bahasa menghasilkan presentase 84,37% dinyatakan sangat valid. Hasil respon guru diperoleh persentase 92,5% dan hasil respon 22 siswa menghasilkan rata-rata presentase 82,84% dengan perolehan tersebut media komik digital dinyatakan dapat meningkatkan motivasi belajar siswa kelas V sekolah dasar.

Kata kunci: Media ajar, Komik digital, Motivasi belajar

ABSTRACT

Vivi Klara Dhistha. (2026). Development of Digital Comic Media to Enhance Learning Motivation Among Fifth-Grade Elementary School Students. Elementary Education Program, Faculty of Teacher Training and Education, PGRI University of Madiun. Primary Advisor: Dr. Raras Setyo Retno, M.Pd.; Secondary Advisor: Naniek Kusumawati, S.Pd., M.Pd.

This study was conducted to develop digital comic learning media to enhance student motivation. Observations revealed a lack of innovation in learning media, as teachers relied solely on worksheets as teaching tools, causing students to become bored during lessons. This study employed the Research and Development (R&D) method using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). Expert validation of the media yielded a 98.75% score, deemed highly suitable; expert validation of the content yielded an 87.5% score, deemed highly valid; and expert validation of the language yielded an 84.37% score, deemed highly valid. The results of the teacher responses yielded a percentage of 92.5%, and the results of the responses from 22 students yielded an average percentage of 82.84%. Based on these results, the digital comic medium was found to be able to increase the learning motivation of fifth-grade elementary school students.

Keywords: Educational materials, Digital comics, Learning motivation