

ABSTRAK

Nadhylla Nesty Sukma Wardani. 2026. *Pengembangan Media Komik “SASIMBA” untuk Kemampuan Membaca Cerita Rakyat melalui Metode Guided Reading pada Siswa Fase A*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (1) Dr. Nur Samsiyah, S.Pd.SD.,M.Pd., (2) Dr. Heny Kusuma Widyaningrum, M.Pd.

Penelitian ini bertujuan mengembangkan media pembelajaran komik digital SASIMBA berbasis metode *guided reading*, mengetahui kelayakan media, serta respons guru dan siswa terhadap media yang dikembangkan. Hasil observasi di SDN Truneng menunjukkan bahwa pada pembelajaran Bahasa Indonesia materi cerita rakyat masih terdapat siswa yang belum lancar membaca dan belum memahami isi bacaan secara optimal. Kondisi tersebut dipengaruhi oleh keterbatasan media pembelajaran yang masih didominasi buku. Penelitian menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang meliputi tahap *Analyze, Design, Development, Implementation, dan Evaluation*. Subjek penelitian adalah 16 siswa kelas II SDN Truneng. Teknik pengumpulan data meliputi observasi, wawancara, angket, dan dokumentasi. Hasil validasi ahli media memperoleh skor 90% dan ahli materi serta bahasa 95%, keduanya berkategori sangat layak. Respons guru mencapai 95% dan respons siswa 96,09% dengan kategori sangat baik. Penilaian kelompok memperoleh 90% dan hasil evaluasi belajar siswa mencapai 91,25%. Dengan demikian, komik digital SASIMBA layak digunakan untuk mendukung kemampuan membaca cerita rakyat siswa Fase A.

Kata kunci: Komik Digital; *Guided Reading*; Kemampuan Membaca; Cerita Rakyat.

ABSTRACT

Nadhylla Nesty Sukma Wardani. 2026. *Development of the “SASIMBA” Comic Learning Material to Improve Folktale Reading Skills through the Guided Reading Method for Phase A Students*. Thesis. Elementary School Teacher Education Program, FKIP, Universitas PGRI Madiun. Advisors: (1) Dr. Nur Samsiyah, S.Pd.SD., M.Pd., (2) Dr. Heny Kusuma Widyaningrum, M.Pd.

This study aims to develop the “SASIMBA” digital comic learning medium based on the guided reading method, determine the feasibility of this medium, and evaluate the responses of teachers and students to the developed medium. Observations at SDN Truneng revealed that in Indonesian language lessons covering folk tales, some students were still not fluent readers and did not fully comprehend the text. This situation was influenced by the limited availability of learning media, which was still dominated by books. This study employed the Research and Development (R&D) method using the ADDIE model, which includes the stages of Analyze, Design, Development, Implementation, and Evaluation. The research subjects were 16 second-grade students at SDN Truneng. Data collection techniques included observation, interviews, questionnaires, and documentation. Validation results by a media expert yielded a score of 90%, while those by subject matter and language experts yielded 95%; both fell into the “highly acceptable” category. Teacher feedback reached 95% and student feedback 96.09%, both falling into the “very good” category. Group assessment scored 90%, and the results of student learning evaluation reached 91.25%. Thus, the SASIMBA digital comic is suitable for use in supporting Phase A students’ ability to read folk tales.

Keywords: Digital Comic; Guided Reading; Reading Ability; Folk Tales.