

ABSTRAK

Yulia Diah Safitri. 2026. Pengembangan Komik Digital Berbasis *Culturally Responsive Teaching* (CRT) Pada Mata Pelajaran Bahasa Indonesia Materi Cerita Rakyat Kelas V SD, Universitas PGRI Madiun. Pembimbing (I) Dr. Cerianing Putri Pratiwi, M.Pd. (II) Dr. Candra Dewi, S.Pd., M.Pd.

Pembelajaran Bahasa Indonesia pada materi cerita rakyat di sekolah dasar masih menghadapi kendala karena media yang digunakan cenderung konvensional dan kurang interaktif. Penelitian ini bertujuan mendeskripsikan kondisi media pembelajaran, mengidentifikasi kebutuhan media komik digital berbasis *Culturally Responsive Teaching* (CRT), serta mengembangkan media tersebut untuk siswa kelas V SDN Klagenserut 01. Penelitian menggunakan metode *Research and Development* (R&D) dengan model ADDIE. Hasil penelitian menunjukkan bahwa media yang digunakan masih kurang menarik, sementara guru dan siswa membutuhkan media yang lebih visual, interaktif, dan berbasis budaya lokal. Media komik digital berbasis CRT yang dikembangkan memperoleh kategori sangat layak berdasarkan validasi ahli media (84%) serta ahli materi dan bahasa (81%). Respons guru mencapai 100% dan respons siswa 84%, sehingga media dinyatakan layak digunakan sebagai media pembelajaran yang menarik, interaktif, dan mendukung pemahaman materi cerita rakyat.

Kata Kunci : Komik Digital, *Culturally Responsive Teaching*, Cerita Rakyat, Bahasa Indonesia, Sekolah Dasar.

ABSTRACT

Yulia Diah Safitri. 2026. Development of *Culturally Responsive Teaching* (CRT)-Based Digital Comics for the Indonesian Language Subject (Folklore Topic) for Grade V Elementary School, Universitas PGRI Madiun. Supervisors: (I) Dr. Cerianing Putri Pratiwi, M.Pd.; (II) Dr. Candra Dewi, S.Pd., M.Pd.

Indonesian language learning in folklore material in elementary schools still faces obstacles because the media used tends to be conventional and less interactive. This study aims to describe the condition of learning media, identify the need for digital comic media based on Culturally Responsive Teaching (CRT), and develop the media for fifth grade students of SDN Klagenserut 01. The study used the Research and Development (R&D) method with the ADDIE model. The results showed that the media used was still less interesting, while teachers and students needed media that was more visual, interactive, and based on local culture. The digital comic media based on CRT that was developed was categorized as very feasible based on validation by media experts (84%) and material and language experts (81%). The teacher response reached 100% and the student response 84%, so the media was declared suitable for use as an interesting, interactive learning media and supports the understanding of folklore material.

Keywords: Digital Comics, *Culturally Responsive Teaching*, Folklore, Indonesian, Elementary School.