

ABSTRAK

Harianja, Febrianti Rotua. 2022. Pengembangan Media Pembelajaran Komik Elektronik Materi Perubahan Lingkungan Konteks Kemaritiman Untuk Siswa SMA. Skripsi, Tanjungpinang: Jurusan Pendidikan Biologi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Maritim Raja Ali Haji. Pembimbing I: Assist. Prof. Dios Sarkity, S.Pd., M.Pd. Pembimbing II: Assist. Prof. Erda Muhartati, S.Si., M.Si.

Kata Kunci : Hannafin dan Peck, Komik Elektronik, Pencemaran Lingkungan

Penelitian ini bertujuan menghasilkan produk pembelajaran komik elektronik Biologi konteks kemaritiman yang valid, praktis, dan efektif digunakan untuk kegiatan proses pembelajaran peserta didik kelas X SMA. Penelitian ini merupakan penelitian pengembangan R&D (*research and development*) model pengembangan Hannafin & Peck. Pengembangan media pembelajaran dilakukan dengan beberapa tahapan, yaitu: Tahap Penilaian Kebutuhan, Tahap Desain, Tahap Pengembangan dan Implementasi. Hasil pengembangan media pembelajaran komik elektronik ini memenuhi kriteria valid dengan hasil uji ahli materi kategori sangat valid, hasil uji validitas media memperoleh penilaian dengan kriteria sangat valid. Hasil uji kepraktisan diperoleh dari respon pendidik memperoleh kriteria sangat praktis dan respon guru diperoleh kriteria penilaian sangat praktis. Berdasarkan hasil penelitian dapat disimpulkan bahwa Komik Elektronik Materi Perubahan Lingkungan Konteks Kemaritiman valid dan praktis digunakan sebagai media pembelajaran.

ABSTRACT

Harianja, Febrianti Rotua. 2022. The development Learning Media of *Electronic Comic* Material On Changes in the Maritime Context Environment for High School Students. Thesis. Tanjungpinang: Biology Education Study Program, Teacher Training and Education Faculty, Universitas Maritim Raja Ali Haji. Advisor I: Assist. Prof. Dios Sarkity, S.Pd., M.Pd.. Advisor II: Assist. Prof. Erda Muhartati, S.Si., M.Si.

Keywords: Electronic Comic, Environmental Pollution, Hannafin and Peck

This study aimed to produce valid, practical, and effective Biology maritime context electronic comic learning products used for the learning process activities of class X high school students. This research was an R&D (research and development) development model for Hannafin & Peck. The development of learning media is carried out in several stages, namely: The Needs Assessment Stage, Design Stage, Development, and Implementation Stage. The results of the development of this electronic comic learning media met the valid criteria with the results of the material expert test with a very valid category, the media validity test results get a value with valid criteria. The results of the practicality test were obtained from the educator's response with very practical criteria and the teacher's response was with very practical criteria. Based on the results of the study it can be concluded that Electronic Comic Maritime Context Environmental Change material was valid and practical to be used as a learning media.

