ABSTRAK

Agustina Damayanti. 202022029. "Pengembangan Komik Digital Berbantuan Pixton Terhadap Hasil Belar Siswa Pada Materi Perbandingan Senilai Dan Berbalik Nilai Dikelas VII". Skripsi, Program Studi Tadris Matematika, Fakultas Tarbiyah Dan Ilmu Keguruan, Institute Agama Islam Negeri Lhokseumawe. 2024

Penelitian ini bertujuan mengembangkan komik digital pixton sebagai media pembelajaran inovatif pada materi perbandingan senilai dan berbalik nilai pada kelas VII. Penelitian ini menggunakan metode Research and Development (R&D) dan menggunakan model ADDIE dengan tahapan Analisis *(Analysis)*, Desain *(Design)*, Pengembangan *(Development)*, Implementasi *(Implementation)*, dan Evaluasi *(Evaluation)* dengan subjek 25 siswa kelas VII di MTs Swasta Bustanul Yatama. Instrumen yang digunakan berupa angket penilaian produk, angket respon siswa, dan tes. Instrumen angket penilaian produk diberikan kepada dua dosen ahli yaitu ahli media dan ahli materi dan angket respon siswa diberikan kepada 25 siswa dengan hasil angket respon siswa diperoleh sebanyak 1465 dengan presentase nilai 65,11 yang termasuk dalam kategori layak dan efektif sedangkan hasil tes dengan menggunakan tes awal *(pretest)* dan tes akhir *(posttest)* dan hasilnya menunjukan bahwa 10 siswa masuk kategori sedang dan 15 siswa masuk kategori tinggi, secara keseluruhan N-gain skor mencapai 0,7136 atau dipresentasekan 71,36% yang termasuk katwgori tinggi dan efektif.

Kata kunci: Komik gital, pixton, inovatif, Research and Development, Pretest, Postest

ABSTRACT

Agustina Damayanti. 202022029. "Development of Digital Comics with the Assistance of Pixton on Student Learning Results in Comparison of Grades and Values in Class VII". Thesis, Mathematics Tadris Study Program, Faculty of Tarbiyah and Teacher Training, Lhokseumawe State Islamic Institute. 2024

This research aims to develop Pixton digital comics as an innovative learning media on value comparison and value reversal material in class VII. This research uses the Research and Development (R&D) method and uses the ADDIE model with the stages of Analysis, Design, Development, Implementation and Evaluation with the subject of 25 class VII students at Private MTs Bustanul Yatama. The instruments used are product assessment questionnaires, student response questionnaires, and tests. The product assessment questionnaire instrument was given to two expert lecturers, namely media experts and material experts and student response questionnaires were given to 25 students with the results of the student response questionnaire obtained as many as 1465 with a percentage score of 65.11 which is included in the feasible and effective category while the test results using the test initial (pretest) and final test (posttest) and the results show that 10 students are in the medium category and 15 students are in the high category, the overall N-gain score reaches 0.7136 or presented 71.36% which is included in the high and effective category.

Keywords: Digital comics, pixton, innovative, Research and Development, Pretest, Posttest.