

ABSTRACT

Zanni, Lirra. 2018. *Development of Intelligent Puzzle Comic Media to Increase Student Motivation and Learning Outcomes (Class III Collaborative Material at Muhammadiyah 2 Elementary School Pendil Probolinggo)*. Thesis, Elementary School Teacher Education Study Program, Teaching and Education Faculty, Panca Marga University Probolinggo. Supervisor: (1) Afib Rulyansah, S. Pd., M. Pd., (2) Ribut Prastiwi Sriwijayanti, S.Pd., M.Pd.

Keywords: Smart Puzzle Comic Media, Motivation, Learning Outcomes.

The spirit of learning and learning outcomes of third grade students of Muhammadiyah 2 Pendil Elementary School in the topic of collaboration is low because students are bored with the way the teacher delivers learning material that tends to be monotonous with the lecture method without any learning media. Therefore, researchers conducted the development of Intelligent Puzzle Comic Learning Media that is tailored to the character of students and pay attention to the balance between cognitive, affective, and psychomotor aspects. The purpose of this study is to produce products in the form of learning media for Smart Puzzle Comics that are valid, practical, attractive, effective, and can increase motivation and learning outcomes of third grade students.

To increase student motivation and learning outcomes, efforts can be made, namely: (1) developing learning media in the form of intelligent puzzle comics that are adapted to the material content, characteristics, background, and potential of students. (2) Conduct learning through cooperative learning models that can improve three domains, namely cognitive, affective and psychomotor, and foster a social spirit and build good cooperation between teams.

The type of research conducted by researchers is called research and development or known as Research and Development (R & D). by using procedural models. Data collection was obtained from interview results, and media expert, material, and learning validation and student response sheets. Content / material validation results reached 95% with an average of 4.75 which means that in terms of the material contained in the media it is said to be feasible to use. And the results of the media expert validation reached 91% with an average of 4.54, meaning that the media is valid and feasible to use. Intelligent puzzle comic media has proven to be able to increase student motivation and learning outcomes.

ABSTRAK

Zanni, Lirra. 2018. *Pengembangan Media Komik Puzzle Cerdas untuk Meningkatkan Motivasi dan Hasil Belajar Siswa (Materi Kerjasama Kelas III di SD Muhammadiyah 2 Pendil Probolinggo)*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Panca Marga Probolinggo. Pembimbing: (1) Afib Rulyansah, S. Pd., M. Pd., (2) Ribut Prastiwi Sriwijayanti, S.Pd., M.Pd.

Kata Kunci: Media Komik *Puzzle* Cerdas, Motivasi, Hasil Belajar.

Semangat belajar dan hasil belajar siswa kelas III SD Muhammadiyah 2 Pendil dalam pokok bahasan kerjasama rendah karena siswa bosan dengan cara guru menyampaikan materi pembelajaran yang cenderung monoton dengan metode ceramah saja tanpa adanya media pembelajaran. Oleh sebab itu peneliti melakukan pengembangan Media Pembelajaran Komik *Puzzle* Cerdas yang disesuaikan dengan karakter siswa dan memperhatikan keseimbangan antara aspek kognitif, afektif, dan psikomotorik. Tujuan penelitian ini adalah menghasilkan produk berupa media pembelajaran Komik *Puzzle* Cerdas yang valid, praktis, menarik, efektif, serta dapat meningkatkan motivasi dan hasil belajar siswa kelas III.

Untuk meningkatkan motivasi dan hasil belajar siswa, upaya yang dapat dilakukan, yaitu: (1) melakukan pengembangan media pembelajaran berupa komik *puzzle* cerdas yang disesuaikan dengan muatan materi, karakteristik, latar belakang, dan potensi siswa. (2) Melakukan pembelajaran melalui model *cooperative learning* yang dapat meningkatkan tiga ranah yaitu kognitif, afektif dan psikomotor serta menumbuhkan jiwa sosial dan membangun kerjasama yang baik antar team.

Jenis penelitian yang dilakukan oleh peneliti disebut dengan penelitian dan pengembangan atau dikenal dengan *Research and Development* (R&D). dengan menggunakan model procedural. Pengumpulan data diperoleh dari hasil wawancara, dan lembar validasi ahli media, materi, dan pembelajaran serta respon siswa. Hasil validasi isi/materi mencapai 95% dengan rata-rata 4,75 yang berarti dari segi materi yang terdapat pada media dikatakan layak untuk digunakan. Dan hasil validasi ahli media mencapai 91% dengan rata-rata 4,54, berarti media tersebut valid dan layak untuk digunakan. Media komik *puzzle* cerdas terbukti mampu meningkatkan motivasi dan hasil belajar siswa.