Monika, Popi. 2024. *Pengembangan E-Comic Edukasi Berbasis Multikultular Untuk Meningkatkan Prestasi Belajar IPAS Siswa Kelas IV SD Negeri Kaliwadas*

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**Kata kunci**: Pengembangan, Media *E-Comic*, Multikultural, dan Prestasi Belajar Penelitian ini dilatarbelakangi belum adanya media pembelajaran interaktif

yang efektif untuk mata pelajar IPAS. Tujuan penelitian ini adalah untuk menghasilkan media pembelajaran berupa *e-comic* edukasi berbasis multikultural serta untuk meningkatkan prestasi belajar IPAS siswa kelas IV di SD Negeri Kaliwadas 01. Jenis penelitian ini adalah *Research and Development* (R&D) yang dikembangkan mengacu pada tahap pengembangan 4D, media pembelajaran *e- comic* yang dikembangkan layak diterapkan dalam pembelajaran. Subjek dalam penelitian ini adalah siswa kelas IV di SD Negeri Kaliwadas 01. Sumber data dalam penelitian ini yaitu mengambil data primer dan data sekunder. Teknik pengumpulan data menggunakan wawancara, observasi, tes, angket, dan dokumentasi. Teknik analisis data yang digunakan adalah analisis data wawancara, data angket penilaian validasi ahli, angket kepraktisan, respon siswa dan respon guru. Hasil penelitian diperoleh (1) media *e-comic* edukasi berbasis multikultural layak dan valid digunakan berdasarkan hasil validasi media oleh ahli media mendapatkan 80% dengan kategori “baik” dan ahli materi mendapatkan nilai 81,1% dengan kategori “baik”, angket kepraktisan mendapatkan nilai 96% dengan kategori “sangat baik” dan penilaian respon oleh siswa mendapatkan 97% dengan kategori “sangat baik” serta penilaian respon guru mendapatkan 96% dengan kategori “sangat Baik”. Pengembangan media *e-comic* edukasi berbasis multikultural layak digunakan dalam pembelajaran dan hasil pemahaman nilai keseluruhan untuk *pretest* sebesar 940 dan *posttest* 1650 sedangkan rata-rata nilai *pretest* sebesar 47 dan rata-rata nilai *posttest* sebesat 82,5. Jadi disimpulkan bahwa adanya suatu peningkatan hasil pemahaman siswa terkait mata pelajaran IPAS materi Indonesiaku kaya budaya menggunakan media *e-comic* edukasi berbasis multikultural.

Monika, Popi. 2024. Development of Multicultural-Based Educational E-Comic to Improve Learning Achievement of IPAS Class IV Students of Kaliwadas 01 State Elementary School*.* Elementary School Teacher Education Study Program. Bumiayu Civilization University. Yuni Suprapto, M.Pd

**Keywords**: Development, E-Comic Media, Multicultural, and Learning Achievement.

In the form of multicultural-based educational e-comic and to improve the learning achievement of fourth-grade IPAS students at Kaliwadas 01 State Elementary School. This type of research is Research and Development (R&D) which was developed referring to the 4D development stage, e-comic learning media developed is feasible to be applied in learning. The subjects in this study were fourth-grade students at Kaliwadas 01 State Elementary School. The data sources in this study were primary data and secondary data. Data collection techniques used interviews, observations, tests, questionnaires, and documentation. Data analysis techniques used were interview data analysis, expert validation assessment questionnaire data, practicality questionnaires, student responses and teacher responses. The results of the study obtained (1) multicultural-based educational e-comic media is feasible and valid to use based on the results of media validation by media experts getting 80% in the “good” category and material experts getting 81.1% in the “good” category, the practicality questionaire received a score of 96% in the “very good” category, and the assessment given by students getting 97% in the “very good” category and the teacher response assessment received a score of 96% in the “very good” category.. The development of multicultural-based educational e-comic media is feasible to use in learning and the results of understanding the overall score for the pretest of 940 and posttest of 1650 while the average pretest score is 47 and the average posttest score is 82.5. So it can be concluded that there is an increase in students' understanding of IPAS subjects related to the material of Indonesia, which is rich in culture using multicultural- based educational e-comic media.