

ABSTRAK

ABDULLAH SAEPUL ANHAR: “Pengembangan Komik Keanaekaragaman Vertebrata Di Kawasan Gunung Puntang Sebagai Media Pembelajaran Pada Materi Keanekaragaman Hayati”.

Hutan Gunung Puntang kaya akan flora dan fauna, sehingga dapat dimanfaatkan sebagai sumber belajar keanekaragaman hayati. Namun, kurangnya media pembelajaran inovatif menjadi tantangan dalam penyampaian materi secara efektif. Penelitian ini bertujuan mengembangkan komik edukasi tentang keanekaragaman vertebrata di Gunung Puntang sebagai media pembelajaran. Metode yang digunakan adalah model pengembangan 3-D (*Define, Design, Development*). Tahap *define* meliputi analisis kebutuhan dan identifikasi karakteristik peserta didik. Tahap *design* mencakup perancangan konsep komik, alur cerita, ilustrasi, dan pengemasan informasi. Tahap *development* melibatkan pembuatan prototipe, validasi ahli, serta uji keterbacaan kepada siswa. Hasil penelitian menunjukkan bahwa komik keanekaragaman vertebrata di kawasan Gunung Puntang valid dan layak digunakan, dengan rata-rata skor penilaian 85% (ahli materi 88%, ahli media 83%, dan guru IPA 86%). Keterbacaan siswa terhadap komik ini juga tergolong sangat baik, dengan skor rata-rata 88%. Komik ini dapat dipahami dengan mudah dan menarik perhatian siswa, sehingga berpotensi menjadi media pembelajaran yang relevan dalam mendukung pemahaman keanekaragaman hayati.

Kata kunci: Gunung Puntang, keanekaragaman vertebrata, komik edukasi, media pembelajaran model 3-D.



ABSTRACT

ABDULLAH SAEPUL ANHAR: *“Development of a Comic on Vertebrate Diversity in the Mount Puntang Area as Learning Media for Biodiversity Topics”.*

The Gunung Puntang forest is rich in flora and fauna, making it a valuable learning resource for biodiversity education. However, the lack of innovative learning media poses a challenge in delivering the material effectively. This study aims to develop an educational comic about vertebrate diversity in Gunung Puntang as a learning medium. The research employs the 3-D development model (Define, Design, Development). The define stage includes needs analysis and identification of student characteristics. The design stage involves conceptualizing the comic, including storyline, illustrations, and information presentation. The development stage consists of prototype creation, expert validation, and readability testing with students. The research results indicate that the comic on vertebrate diversity in the Gunung Puntang area is valid and feasible for use, with an average evaluation score of 85% (88% from subject matter experts, 83% from media experts, and 86% from science teachers). Student readability of the comic is also classified as very good, with an average score of 88%. The comic is easy to understand and captures students' attention, making it a potentially relevant learning medium to support the understanding of biodiversity.

Keywords: Mount Puntang, vertebrate diversity, educational comic, learning media, 3-D model.

