

DEVELOPMENT OF DIGITAL COMICS AS LEARNING RESOURCES OF SOCIAL STUDIES MATERIALS ON THE ARRIVAL OF WESTERN NATIONS FOR GRADE VIII STUDENTS

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ABSTRACT

The development of learning in schools due to changes in learning in the pandemic era, demands new innovations in learning. One of them is a form of new learning resources in a digital form that is flexible in use. For this reason, this research has the aim of developing learning resources that produce digital comic products material for the arrival of Western nations to Indonesia. There are developments in science and technology and limited time for face-to-face learning so that learning materials are needed that can meet the needs of students.

This is a development research that uses Borg & Gall model by adopting seven out of ten steps, namely potentials and problems, data collection, product design, design validation, design revision, main product testing, product revision. The subjects of this study were 60 junior high school students. Product feasibility is assessed from the results of validation by material experts, media experts, and practitioners. The data collection technique uses a questionnaire technique. Data analysis techniques using quantitative descriptive statistics.

The results of the study shows digital comic learning resources material for the arrival of western nations to Indonesia were developed in the appropriate category to be used as social studies learning resources for class VIII. This is shown from the validation results of material experts in the good category (3.58). The validation results of media experts are in good category (3.88). The teacher's response shows a very good category (4.88). 89% of students' responses rated digital comics as very good for use in learning.

Kata Kunci: *Digital Comics, the arrival of western nations to Indonesia, Social Studies*