

ABSTRAK

Fany Linda Lestari. 2024. **PENGEMBANGAN MEDIA KOMIK INTERAKTIF UNTUK MENGEKSPLOR KEMAMPUAN PROSEDURAL MATEMATIS PESERTA DIDIK KELAS V SEKOLAH DASAR.** Program Studi Pendidikan Matematika. Fakultas Pasca Sarjana. Universitas Siliwangi.

Penelitian ini bertujuan untuk mengembangkan, media ajar berbasis komik interaktif serta mengkaji efektivitas media terhadap kemampuan prosedural matematis peserta didik di kelas V SD pada materi volume kubus. Metode yang digunakan yaitu *Research & Development (RnD)* dengan model Luther Sutopo. Teknik pengumpulan data melalui tes kemampuan prosedural matematis, kuesioner terhadap siswa dan wawancara kepada guru. Sumber data dari penelitian diperoleh dari 2 ahli media dan 2 ahli materi serta pada kelas V SDN 4 Sukajadi Kabupaten Ciamis Jawa Barat yang berjumlah 21 orang. Hasil penelitian menunjukkan bahwa media pembelajaran komik interaktif yang dikembangkan layak dari sisi kualitas isi dan tujuan serta kualitas teknis. Media juga telah berhasil mengeksplor kemampuan prosedural matematis peserta didik dengan nilai efektivitas 0,965 dengan kriteria sedang.

Kata Kunci :

Pengembangan media pembelajaran, media pembelajaran komik interaktif. *Research & Development* , Luther Sutopo, Volume Kubus.

ABSTRACT

Fany Lindra Lestari. 2024. **DEVELOPMENT OF INTERACTIVE COMIC MEDIA TO EXPLORE THE MATHEMATICAL PROCEDURAL ABILITIES OF GRADE V ELEMENTARY SCHOOL STUDENTS. Mathematics Education Study Program.** Postgraduate Faculty. Siliwangi University.

This study aims to develop interactive comic-based teaching media and examine the effectiveness of media on the mathematical procedural abilities of students in grade V elementary school on cube volume material. The method used is Research & Development (RnD) with the Luther Sutopo model. Data collection techniques through mathematical procedural ability tests, questionnaires to students and interviews to teachers. Sources of data from the study were obtained from 2 media experts and 2 material experts as well as in class V SDN 4 Sukajadi Ciamis Regency, West Java, totaling 21 people. The results showed that the developed interactive comic learning media was feasible in terms of content quality and purpose as well as technical quality. The media has also succeeded in exploring the mathematical procedural abilities of students with an effectiveness value of 0.965 with moderate criteria.

Keywords:

Learning media development, interactive comic learning media. Research & Development, Luther Sutopo, Volume of Cube.