

ABSTRAK

PENGARUH MEDIA PEMBELAJARAN KOMIK DIGITAL BERBASIS *QR-CODE* TERHADAP HASIL BELAJAR PESERTA DIDIK KELAS VIII DI SMP MUHAMMADIYAH 1 METRO

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Penelitian ini bertujuan untuk mengetahui pengaruh media pembelajaran komik digital berbasis *Qr-Code* terhadap hasil belajar peserta didik kelas VIII. Metode yang digunakan adalah *quasi experiment*. Teknik pengumpulan data dilakukan melalui pre-test dan post-test, serta didukung oleh angket dan observasi. Teknik analisis data yang digunakan meliputi analisis statistik deskriptif, uji prasyarat analisis, uji hipotesis, serta uji *N-Gain Score*.

Hasil penelitian menunjukkan adanya perbedaan signifikan antara kelas eksperimen yang menggunakan media komik digital berbasis *QR-Code* dengan kelas kontrol yang menggunakan media *Slide PowerPoint*. Hal tersebut ditandai oleh *N-Gain Score* hasil belajar kognitif pada kelas eksperimen mencapai 70,17% kategori tinggi, sedangkan kelas kontrol hanya 45,17% kategori sedang. Hasil belajar afektif ditunjukkan dengan koefisien determinasi sebesar 55,7%. Pada ranah psikomotorik, hasil observasi ditandai dengan persentase sebesar 89,69% kategori sangat baik pada kelas eksperimen, dibandingkan 79,2% kategori baik pada kelas kontrol.

Berdasarkan hasil penelitian, dapat disimpulkan bahwa penggunaan media pembelajaran komik digital berbasis *QR-Code* berpengaruh signifikan dalam meningkatkan hasil belajar kognitif, afektif, dan psikomotorik peserta didik pada mata pelajaran Pendidikan Pancasila, yang ditunjukkan oleh peningkatan skor kognitif, afektif, dan psikomotorik pada kelas eksperimen dibandingkan kelas kontrol.

Kata Kunci: Komik Digital, QR-Code, Hasil Belajar, Media Pembelajaran, Pendidikan Pancasila.

ABSTRACT

THE EFFECT OF QR-CODE-BASED DIGITAL COMIC LEARNING MEDIA ON THE LEARNING OUTCOMES OF EIGHTH GRADE STUDENTS AT SMP MUHAMMADIYAH 1 METRO

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This study aims to determine the effect of QR code-based digital comic learning media on the learning outcomes of eighth-grade students. The method used is a quasi-experiment. Data collection techniques were carried out through pre-tests and post-tests, supported by questionnaires and observations. Data analysis techniques included descriptive statistical analysis, prerequisite analysis tests, hypothesis testing, and N-Gain Score testing. The results of the study indicate a significant difference between the experimental class using QR-Code-based digital comic media and the control class using PowerPoint slides. This is indicated by the N-Gain Score for cognitive learning outcomes in the experimental class reaching 70.17% in the high category, while the control class only reached 45.17% in the moderate category. Affective learning outcomes were indicated by a determination coefficient of 55.7%. In the psychomotor domain, the observation results were marked by a percentage of 89.69% in the very good category in the experimental class, compared to 79.2% in the good category in the control class. Based on the research results, it can be concluded that the use of digital comic-based QR-Code learning media significantly influences the improvement of cognitive, affective, and psychomotor learning outcomes of students in the subject of Pancasila Education, as evidenced by the increase in cognitive, affective, and psychomotor scores in the experimental class compared to the control class.

***Keywords: Digital Comics, QR-Code, Learning Outcomes, Learning Media,
Pancasila Education***