

**The Development of Digital Comic as a Learning Media to Facilitate
Students Understanding and Awareness in Drugs Topic**

Research Paper

Submitted as Requirement to Obtain Degree of *Sarjana Pendidikan* in
International Program on Science Education (IPSE) Study Program



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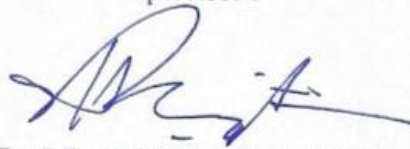
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THE DEVELOPMENT OF DIGITAL COMIC AS A MEDIA
TO FACILITATE STUDENTS UNDERSTANDING AND
AWARENESS IN DRUGS TOPIC

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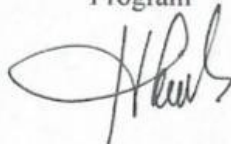
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The Development of Digital Comic as a Learning Media to Facilitate Students Understanding and Awareness in Drugs Topic

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ABSTRACT

Modification of drugs are one of the examples that resulted from human complex thought. Drugs are any substances that are taken into the human body that has a function to modify or affects the chemical reactions in the body. In Indonesia, the analysis of national examination results shows that students have a lack of understanding of drug materials in junior high school (JHS). The lack of understanding can plunge students into psychotropic drugs that are harmful to their health. Studying sciences with only using text book will not be imprinted in student memories. So, using a media can help teachers to improve student understanding. This study was aimed to facilitate students understanding and awareness about drug topics. The ADDIE model is used in developing the media. The resulted media is judge by Expert which consists of Lecturer and Teacher that proceeded using Index Aiken. While the students' responses are gathered using a questionnaire consists of 20 statements and used a Likert scale. The result shows that the Lecturers judgment rater agreement index has a $V = 0.9625$, that indicates a high score for the media. While the teacher's judgment has a $V = 0.7875$, that indicates an average score for the media. While the students' responses show 56.67% students strongly agree that the comic can facilitate them to understand and be more aware with drugs. From the results, it shows that lecturer and teacher agree that digital comic can be used as a learning media that facilitate students understanding and awareness.

Keywords: *Digital Comic, Drugs Topic, Learning Media, Students Understanding, Students Awareness.*

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