

**PENGEMBANGAN MEDIA PEMBELAJARAN *E-COMIC*
BERBASIS BUDAYA MASYARAKAT MAGELANG UNTUK
MENGUATKAN *CIVIC DISPOSITION* SISWA SMP**

DISERTASI

Diajukan untuk Memenuhi Sebagian dari Syarat Memperoleh Gelar Doktor
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Pengembangan Media Pembelajaran *E-Comic* Berbasis Budaya Masyarakat Magelang untuk Menguatkan *Civic Disposition* Siswa SMP

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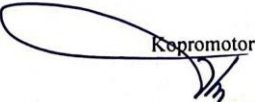
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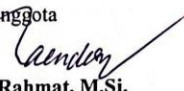
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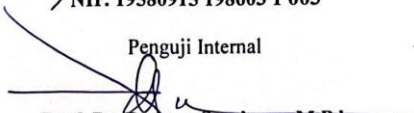
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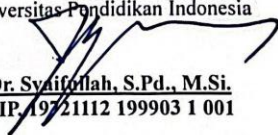

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ABSTRAK

Sukron Mazid. (2024). Pengembangan Media Pembelajaran *E-Comic* Berbasis Budaya Masyarakat Magelang Untuk Memperkuat *Civic Disposition* Siswa SMP. Disertasi. Program Studi Pendidikan Kewarganegaraan. Fakultas Pendidikan Ilmu Pengetahuan Sosial. Universitas Pendidikan Indonesia.

Penelitian ini berangkat dari permasalahan bagaimana lembaga pendidikan dapat menginternalisasikan nilai moral, karakter, dan penguatan sikap melalui pemanfaatan teknologi pembelajaran. Secara khusus, penelitian ini mengkaji efektivitas *e-comic* berbasis budaya lokal Magelang dalam menumbuhkan identitas nasional, kepribadian moral, dan *civic disposition* siswa melalui visualisasi yang menarik dan narasi yang bermakna. Penelitian ini bertujuan menghasilkan media pembelajaran *e-comic* berbasis budaya masyarakat Magelang yang efektif dalam memperkuat nilai-nilai *civic disposition* siswa. Penelitian ini menggunakan model penelitian *research and development* / R&D dengan model ADDIE (*Analysis, Design, Development, Implementation, evaluation*). Penelitian dilakukan pada tujuh sekolah yakni SMP di Kota dan Kabupaten Magelang. Teknik analisis data dalam penelitian ini mencakup analisis kualitatif, analisis kuantitatif deskriptif, serta uji statistik menggunakan *paired sample t-test*. Data dianalisis melalui hasil *pre-test* dan *post-test* dengan uji normalitas, uji homogenitas, dan *paired sample t-test* untuk melihat efektivitas media yang digunakan. Hasil penelitian meliputi 1) Gambaran awal yaitu aspek *civic disposition* masih rendah, kurangnya integrasi budaya lokal dalam pembelajaran PKn, dan potensi media pembelajaran berbasis digital. 2) Pengembangan *e-comic* berbasis budaya Magelang menyajikan cerita PKn interaktif dengan sentuhan nilai-nilai lokal dalam desain digital responsif, edukatif dan kontekstual untuk memperkuat *civic disposition* siswa. 3) Media *e-comic* terbukti efektif dalam memperkuat *civic disposition* siswa, yang mencakup aspek tanggung jawab moral, disiplin, kemandirian, kesopanan, dan toleransi. Uji efektivitas menunjukkan bahwa penggunaan media *e-comic* memberikan dampak positif yang signifikan dalam memperkuat *civic disposition* siswa. Penelitian ini mengungkap bahwa media pembelajaran *e-comic* berbasis budaya masyarakat Magelang memiliki potensi untuk diterapkan dalam pembelajaran PKn atau ilmu sosial lainnya di tingkat Sekolah Menengah Pertama.

Kata Kunci: Media Pembelajaran, *Comic*, Budaya Masyarakat, Pendidikan Kewarganegaraan, *Civic Disposition*

ABSTRACT

Sukron Mazid. (2024). *Developing E-Comic Learning Media based on Magelang Community Culture to Strengthen Civic Disposition of Junior High School Students*. Dissertation. Department of Civic Education. Faculty of Social Sciences Education. Universitas Pendidikan Indonesia.

The problem of how educational institutions can internalize moral values, character, and the strengthening of attitudes through the use of learning technology becomes the background of this study. Specifically, this study examines the effectiveness of e-comic learning media which based on Magelang Community Culture in fostering national identity, moral character, and students' civic disposition through engaging visualizations and meaningful narratives. The aim of this research is to develop an effective e-comic learning media based on Magelang community culture to strengthen students' civic disposition. The study employed a research and development (R&D) approach using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The research was conducted on seven junior high schools in both Magelang City and Regency. Data analysis techniques used in this research were qualitative analysis, descriptive quantitative analysis, and statistical testing using a paired sample t-test. The data were analyzed through pre-test and post-test results using normality tests, homogeneity tests, and paired sample t-tests to determine the effectiveness of the media used. The research found that: 1) The initial overview reveals that the level of students' civic disposition remains low, there is a lack of integration of local culture in Civic Education learning, and there exists significant potential for the use of digital-based learning media. 2) The development of the Magelang-culture-based e-comic presents interactive Civic Education infused with local cultural values, delivered through a responsive, educational, and contextual digital design aimed at strengthening students' civic disposition. 3) The e-comic media has proven effective in strengthening students' civic disposition, encompassing aspects such as moral responsibility, discipline, independence, politeness, and tolerance. The effectiveness test showed that the use of e-comic media had a significantly positive impact on reinforcing students' civic disposition. This research reveals that e-comic learning media based on Magelang community culture has the potential to be applied in learning Civics or other social sciences at the junior high school level.

Keywords: Learning Media, Comics, Community Culture, Citizenship Education, Civic Disposition

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