ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran inovatif berbentuk komik berbasis web pada materi biologi, khususnya tentang virus. Latar belakang penelitian ini adalah rendahnya minat baca dan motivasi belajar siswa terhadap buku pelajaran biologi konvensional. Penelitian ini menggunakan model 4D (*Analysis, Design, Development*, *Dessiminate)*. Partisipan penelitian terdiri dari siswa kelas X di salah satu MA Muhammadiyah Purbolinggo. Data dikumpulkan melalui kuesioner, observasi, dan wawancara, serta dianalisis menggunakan teknik deskriptif kuantitatif dan kualitatif. Pengujian ini dilakukan dengan memvalidasi media pada validator ahli materi, bahasa, desain dan peserta didik. Hasil penelitian menunjukkan bahwa komik berbasis web memiliki nilai uji diatas 80% yang artinya sangat layak untuk dijadikan media pembelajaran sehingga efektif dalam meningkatkan minat baca, motivasi belajar, dan pemahaman materi biologi siswa.

Kata kunci: komik berbasis web, media pembelajaran biologi, metode pengembangan.

ABSTRACT

This research aims to develop innovative learning media in the form of web-based comics on biological material, especially about viruses. The background to this research is the low reading interest and learning motivation of students towards conventional biology textbooks. This research uses a 4D model (Analysis, Design, Development, Desiminate). The research participants consisted of class X students at one of the MA Muhammadiyah Purbolinggo. Data was collected through questionnaires, observations and interviews, and analyzed using quantitative and qualitative descriptive techniques. This testing is carried out by validating the media with material, language, design and student expert validators. The research results show that web-based comics have test scores above 80%, which means they are very suitable to be used as learning media so they are effective in increasing students' reading interest, learning motivation and understanding of biology material.

Keywords: web-based comics, biology learning media, development methods.