

ABSTRAK

Penelitian ini memiliki tujuan 1) mengetahui proses mengembangkan modul berbasis kontekstual disertai komik pada materi aritmetika sosial untuk mengatasi masalah di kelas VII SMP PGRI 1 Batanghari, 2) mendapatkan modul berbasis kontekstual disertai komik pada materi aritmetika sosial yang dinyatakan valid, 3) mendapatkan modul berbasis kontekstual disertai komik pada materi aritmetika yang dinyatakan praktis, sehingga menghasilkan modul kontekstual disertai komik pada materi aritmetika sosial di kelas VII SMP PGRI 1 Batanghari. Penelitian menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*), dimana hanya terfokus pada pengembangan produk saja dengan itu tahapan *implementation* belum dilakukan dan tahap *evaluation* dilakukan disetiap tahapan. Instrumen yang digunakan berupa lembar validasi ahli dan lembar angket respon peserta didik. Teknik analisis data yang digunakan mencakup analisis data validasi dan kepraktisan produk. Penelitian dan pengembangan modul berbasis kontekstual disertai komik pada materi aritmetika sosial mendapatkan hasil, yaitu: 1) proses pengembangan pada tahap *analysis* diketahui kebutuhan peserta didik berupa modul kontekstual disertai komik sesuai dengan kurikulum 2013, tahap *design* memperoleh rancangan modul kontekstual dan komik agar dapat mewujudkan sebuah modul yang menarik, tahap *development* memperoleh hasil berupa modul telah dinyatakan valid dan praktis melalui uji validasi dan kepraktisan modul, tahap *evaluation* memperoleh sebuah evaluasi atau perbaikan modul disetiap tahapan. 2) modul dinyatakan sangat valid dengan presentase sebesar 87,93%, dan 3) modul dinyatakan sangat praktis dengan presentase sebesar 93,25%.

Kata kunci: komik; kontekstual; modul; pengembangan

ABSTRACT

This research has the purpose of 1) knowing the process of developing a contextual-based module with comics on social arithmetic material to solve problems in class VII SMP PGRI 1 Batanghari, 2) getting a contextual-based module with comics on social arithmetic material which is declared valid, 3) getting a module based contextual accompanied by comics on arithmetic material which is stated to be practical, resulting in a contextual module accompanied by comics on social arithmetic material in class VII SMP PGRI 1 Batanghari. This research uses the ADDIE model (Analysis, Design, Development, Implementation, Evaluation), which only focuses on product development, so the implementation stage has not been carried out and the evaluation stage is carried out at each stage. The instruments used were expert validation sheets and student questionnaire responses. The data analysis technique used includes data analysis of validation and product practicality. Research and development of contextual-based modules accompanied by comics on social arithmetic material obtained results, namely: 1) the development process at the analysis stage identified the needs of students in the form of a contextual module accompanied by comics in accordance with the 2013 curriculum, the design stage obtained a contextual and comic module design in order to realize a an interesting module, the development stage obtains the results in the form of a module that has been declared valid and practical through the validation and practicality of the module, the evaluation stage obtains an evaluation or module improvement at each stage. 2) the module is declared very valid with a percentage of 87.93%, and 3) the module is stated to be very practical with a percentage of 93.25%.

Keywords: comic; contextual; development; module.