

ABSTRAK

Peserta didik sulit memahami bahan ajar yang disediakan sekolah, peserta didik lebih mudah mengingat materi jika dikaitkan dengan kehidupan sehari-hari dan belum terdapat media komik berbasis webtoon dalam pembelajaran matematika sesuai dengan analisis kebutuhan. Oleh karena itu penelitian ini bertujuan untuk mengetahui kelayakan dan kepraktisan pengembangan media komik matematika berbasis webtoon kelas VII materi aritmatika sosial dengan pendekatan *Realistic Mathematic Education* (RME). Jenis penelitian ini merupakan penelitian pengembangan yang menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*), tahap *implementation* tidak digunakan hanya terfokus pada pengembangan produk, tahap *evaluation* dilakukan berdasarkan komentar dan saran. Instrumen yang digunakan lembar validasi dan kepraktisan. Teknik analisis data validasi ahli materi dilakukan oleh dua validator, dan hasil yang didapat adalah 83% dengan kriteria sangat layak. validasi ahli media dilakukan oleh dua validator, dan hasil yang didapat adalah 84% atau berada pada kriteria sangat layak. uji coba kelompok kecil dilakukan oleh 10 peserta didik, dan hasil dari uji kelompok kecil adalah 96% atau berada pada kriteria sangat praktis. Berdasarkan proses validasi dan proses uji kelompok kecil maka pengembangan media komik matematika berbasis webtoon kelas VII materi aritmatika sosial dengan pendekatan *Realistic Mathematic Education* (RME) dinyatakan layak dan praktis.

Kata Kunci: Bahan Ajar, Media, Komik webtoon, Pengembangan, *Realistic Mathematic Education* (RME)

ABSTRACT

Students find it difficult to understand the teaching materials provided by the school, students are easier to remember the material when it is associated with daily life and there is no webtoon-based comic media in mathematics learning according to needs analysis. Therefore, this study aims to determine the feasibility and practicality of developing webtoon-based mathematics comic media for class VII social arithmetic material with the Realistic Mathematical Education (RME) approach. This type of research is a development research that uses the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation), the implementation phase is not used only focused on product development, the evaluation phase is carried out based on comments and suggestions. The instrument used is a validation sheet and practicality. The data analysis technique of material expert validation was carried out by two validators, and the results obtained were 83% with very feasible criteria. media expert validation was carried out by two validators, and the results obtained were 84% or were in the very feasible criteria. The small group trial was conducted by 10 students, and the results of the small group test were 96% or were in very practical criteria. Based on the validation process and the small group test process, the development of webtoon-based mathematics comic media for class VII social arithmetic material with the Realistic Mathematical Education (RME) approach was declared feasible and practical.

Keywords: Teaching Materials, Media, Comic webtoon, Development, *Realistic Mathematical Education* (RME)