

ABSTRAK

Mulyati, Tri. 2020. *Pembelajaran Interaktif Berbasis Media Komik Dalam Meningkatkan Kemampuan Pemahaman Konsep Matematika Siswa Kelas II MIN 1 Bangka Selatan. Skripsi.* Program Studi Pendidikan Guru Sekolah Dasar. Universitas Islam Sultan Agung. Pembimbing I Rida Fironika K, M.Pd. Pembimbing II Nuhyal Ulia, M.P.d.

Kegiatan belajar interaktif tidak menekankan pada hasil namun pada proses belajar, sehingga bagaimana seorang guru dapat membuat siswa lebih mudah menguasai pelajaran yang tidak diperoleh dari kegiatan menghafal namun dari mengalami atau pengalaman. Dalam mempermudah memahami pelajaran perlunya alat atau media penunjang. Oleh karena itu, penelitian ini dilakukan untuk (1) mengetahui bagaimana pembelajaran interaktif berbasis media komik bagi siswa kelas II MIN 1 Bangka Selatan. (2) mengetahui bagaimana peningkatan kemampuan pemahaman konsep matematika melalui pembelajaran interaktif berbasis media komik bagi siswa kelas II MIN 1 Bangka Selatan. Metode yang dilakukan dalam penelitian ini adalah deskriptif kualitatif. Data hasil penelitian ini diperoleh melalui observasi, wawancara, angket dan tes yang diambil dari beberapa responden sebagai sampel. Berdasarkan hasil penelitian dan pembahasan, peneliti menemukan bahwa (1) pembelajaran interaktif berbasis media komik bagi siswa kelas II MIN 1 Bangka Selatan cukup memenuhi kriteria dan memberikan nuansa baru dalam pembelajaran (2) peningkatan kemampuan pemahaman konsep matematika melalui pembelajaran interaktif berbasis media komik bagi siswa kelas II MIN 1 Bangka Selatan masuk kategori tinggi, dengan pengambilan sampel hasil perolehan nilai terendah 40 dan nilai tertinggi 72 pada pre-test dan memperoleh nilai terendah 80 dan nilai tertinggi 100 pada post-test.

Keyword: pembelajaran interaktif, media komik, kemampuan pemahaman konsep

ABSTRACT

Mulyati, Tri. 2020. *Interactive Learning Based on Comic Media in Improving The Ability to Understand The Mathematics Concepts of Grade II students MIN 1 South Bangka.* Essay. Elementary School Teacher Education Study Program. Sultan Agung Islamic University. Pembimbing I Rida Fironika K, M.Pd. Pembimbing II Nuhyal Ulia, M.P.d.

Interactive learning activities do not emphasize results but on the learning process, so how a teacher can make it easier for students to master lessons that are not obtained from memorizing activities but from experiencing or experience. In making it easier to understand the lesson the need for supporting tools or media. Therefore, this research was conducted to (1) find out how interactive learning based on comic media for class II students of MIN 1 south Bangka. (2) Knowing how to improve the ability to understand mathematical concepts through interactive learning based on comic media for grade II students of MIN 1 south Bangka. The method used in this research is descriptive qualitative. The data from this research were obtained through observation, interviews, questionnaires and tests which were taken from several respondents as a sample. Based on the results of the research and discussion, the researcher found that (1) inter-active learning based on comic media for students in class II of MIN 1 South Bangka is sufficient to meet the criteria and provide new nuances in learning (2) increase the ability to understand mathematical concepts through learning Interactive comic media based for class II students of MIN 1 south Bangka is in the high category, with the lowest score of 40 and the highest score of 72 on the pre-test and the lowest score of 80 and the highest score of 100 on the post-test.

Keywords: *interactive learning, comic media, concept understanding ability*