

ABSTRAK

Jubaedah: Pengaruh Penggunaan Media Grafis Komik terhadap Aktivitas Belajar Siswa dan Pemahaman Cerita Rakyat. **Tesis. Yogyakarta: Program Pascasarjana, Universitas Negeri Yogyakarta, 2009.**

Penelitian ini bertujuan untuk menemukan ada tidaknya pengaruh penggunaan media grafis komik terhadap aktivitas belajar siswa dan pemahaman pada tema pokok cerita rakyat.

Penelitian ini merupakan penelitian eksperimen semu dengan variabel bebas media grafis komik dan variabel terikatnya adalah aktivitas belajar siswa dan pemahaman terhadap cerita rakyat. Penggunaan desain eksperimen kelompok kontrol non ekuvalen dengan dua taraf kualifikasi variabel bebas yaitu media grafis komik dan tanpa media grafis komik. Subjek penelitian sebanyak 60 siswa. Instrumen pengumpulan data terdiri: (1) tes apresiasi cerita rakyat, (2) lembar observasi, dan (3) angket respons aktivitas belajar siswa dengan media grafis komik. Data dianalisis dengan menggunakan analisis MANOVA.

Hasil penelitian ini adalah; (1) Aktivitas belajar Bahasa Indonesia siswa yang menggunakan media grafis komik lebih tinggi dibandingkan tanpa media grafis komik $F_{hitung} 20.101$ ($p < 0,001$). (2) apresiasi cerita rakyat belajar Bahasa Indonesia siswa yang menggunakan Media grafis komik lebih tinggi dibandingkan tanpa media grafis komik $F_{hitung} 29.61$ ($p < 0,001$).

ABSTRACT

Jubaedah: *Effects of Comic Graphic Media on Students' Learning Activities and Folklore Appreciation.* **Thesis. Yogyakarta: Graduate School, Yogyakarta State University, 2009.**

This study aims to investigate effects of comic graphic media on students' learning activities and folklore appreciation and those on students' learning activities and appreciation of folklore main themes.

This study was a quasi-experimental study involving comic graphic media as the independent variable and students' learning activities and folklore appreciation as the dependent variables. The design of the study was the nonequivalent control group design involving the independent variable with two qualifications, namely one with comic graphic media and one without comic graphic media. The research subjects comprised 60 students. The data collection instruments consisted of: (1) the folklore appreciation test, (2) observation sheets, and (3) a questionnaire on students' responses to learning activities with comic graphic media. The data were analyzed by using the MANOVA.

The study shows the following findings. (1) Students' Indonesian language learning activities with the comic graphic media are different from those without the comic graphic media $F_{observed} 20.101$ ($p < 0.001$), (2) students' folklore appreciation in Indonesian language learning with the comic graphic media is different from that without the comic graphic media $F_{observed} 29.61$ ($p < 0.001$).