

# KOMIK SEBAGAI MEDIA PEMBELAJARAN NAPZA BAGI REMAJA KELAS X DI SMK BUDI WARMAN

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## ABSTRAK

Penelitian ini bertujuan menciptakan komik yang sesuai dengan kebutuhan peserta didik, meningkatkan motivasi belajar materi Napza di SMK Budiwarman Jakarta. Penelitian ini merupakan penelitian pengembangan atau *Research and Develpoment* (R&D) dengan model *Analysis, Design, Development, Implementation, dan Evaluation* (ADDIE). Komik ini dinilai kelayakannya sebagai media Napza oleh Ahli materi, ahli media dan peserta didik. Teknik pengambilan data pada penelitian ini menggunakan observasi, wawancara, dan angket/kuesioner. Komik Napza memiliki 26 halaman, komik ini berisi tentang informasi dan pengetahuan umum tentang Napza yaitu pengertian tentang Napza, jenis penyalagunaan Napza, dampak penyalahgunaan Napza, faktor penyebab penyalahgunaan Napza dan upaya untuk menekan angka penyalahgunaan Napza. Komik Napza memiliki bahasa yang mudah dipahami peserta didik dan mempunyai humor didalamnya sehingga pembaca tidak bosan untuk membacanya.

Hasil penelitian ini adalah: (1) Kelayakan komik ini berdasarkan penilaian ahli media berjumlah 87,6 %, hasil ini termasuk dalam kategori sangat layak (2) Penilaian berdasarkan validasi ahli media sebanyak 80%, hasil ini dikategorikan dalam kategori layak (3) penilaian dari peserta didik yang dilakukan oleh 20 orang peserta didik berjumlah 86,8%, yang termasuk dalam kategori sangat layak digunakan.

Kata Kunci: komik, napza, Media Pembelajaran, remaja

**COMIC AS THE LEARNING MEDIA OF NAPZA FOR TEENAGER 10TH GRADER IN  
BUDI WARMAN VOCATIONAL HIGH SCHOOL**

**(2019)**

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**ABSTRACT**

*This study aimed to construct the comic which is suitable for students' needs, to improve student's learning motivation about NAPZA in Budi Warman Vocational High School. This study is a Research and Development (R&D) by applying the Analysis, Design, Development, Implementation, and Evaluation (ADDIE) model. This comic was assessed in term of its worthyness as the NAPZA learning media by the material expert, media expert and also the students itself. The data was collected by using observation, interview, and questionnaire. NAPZA's learning comic has about 26 pages. This comic contains any general informations about NAPZA that is types of drugs abuse, impact of drugs abuse, factors that cause drug abuse and drug abuse intervention efforts. NAPZA's learning comic has an advantages in terms of the language which is very easy to understand and there is a humor thigy inside it so it would not make the readers getting bored while reading it.*

*The results of the study found: (1) the worthyness of NAPZA's learning comic based on media expert was about 87,6 %, this results indicated that it is very worth to read; (2) the rating by the validations of media experts was about 80%, this results indicated that it is worth; (3) the judgement by the students which has been done by 20 students has about 86,8%, it is indicated that this comic is very worth to be used.*

*Keywords: NAPZA, Learning Media, Teenager*