

ABSTRACT

Ema Komariah. 182171054. **THE EFFECT OF USING COMIC MEDIA ON INTEREST IN LEARNING HISTORY (True Experiment on History Subject Material Development and Early Challenges of Independence in Class XI MIPA 6 State High School 3 Tasikmalaya Even Semester of The Academic Year 2021/ 2022.** Department of History Education, Faculty of Teachers Training and Education, Siliwangi University.

The study was intended to learn the impact of using the "November 10, 1945," media on the interest of studying XI MIPA-6 at the state high school 3 Tasikmalaya even semester of the academic year 2021/2022. The lack of interest in learning history is because the strategies used by the teacher are not properly applied to classes with the character of students who do not participate in learning coupled with history learning which is placed in the last hour making class learning less conducive. This research uses a quantitative approach of True Experiment type with Posttest-Only Control Design. The research data were collected through questionnaires and observations by using forms and observation guidelines as instruments. The research data were analyzed using several types of tests, namely validity test, reliability test, normality test, homogeneity test, and hypothesis testing. The results showed that the use of comics media in class XI MIPA 6 was able to attract students' interest in learning, as evidenced in class XI MIPA who were treated using comics media got a score of 2642 with a percentage of 77.7% getting a good category, while in class XI MIPA 7 without being given the comic media treatment got a score of 2156 with a percentage of 67.4% getting a good enough category so that it was concluded that there was a difference in the average student interest in learning. The effect of using comics media on student interest in learning in class XI MIPA 6 is based on hypothesis testing using the Independent Sample T-test, the value of Sig. (2-tailed) of $0.000 < 0.05$ and the value of $t_{count} > t_{table}$ of $6.013 > 1.999$, so that the use of comics media affects students' interest in learning.

Keywords: Comic, Interest in Learning, Learning Media