

**PENGEMBANGAN VIDEO ANIMASI BERBASIS INKUIRI
TERBIMBING DENGAN TEMA DIRIKU SUB TEMA TUBUHKU**

Oleh

Ni Putu Cahya Intania, NIM 1811061051

Program Studi Pendidikan Guru Pendidikan Anak Usia Dini

ABSTRAK

Penelitian ini bertujuan mendeskripsikan rancang bangun dan mengetahui kelayakan video animasi berbasis inkuiри terbimbing. Jenis penelitian ini adalah penelitian pengembangan (*research and development*). Penelitian ini dikembangkan dengan menggunakan model ADDIE (*analyze, design, development, implementation, evaluation*). Subjek penelitian ini adalah ahli rancang bangun pengembangan, ahli materi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran pada uji kelayakan produk, 3 orang anak kelompok B pada uji coba perorangan, dan 5 orang anak kelompok B pada uji coba kelompok kecil. Data dikumpulkan dengan metode kuesioner. Data diolah menggunakan teknik analisis deskriptif kuantitatif. Rancang bangun video animasi berbasis inkuiри terbimbing berupa audio visual, suku kata, gambar bergerak mengenai anggota tubuh, kuis, dan evaluasi. Hasil uji rancang bangun memperoleh persentase 100,00% dengan kualifikasi sangat baik. Hasil uji kelayakan video animasi berbasis inkuiри terbimbing memperoleh hasil yaitu: ahli materi pembelajaran memperoleh persentase 85,00% dengan kualifikasi baik, ahli desain pembelajaran memperoleh persentase 80,00% dengan kualifikasi baik, ahli media pembelajaran memperoleh persentase 82,50% dengan kualifikasi baik, uji coba perorangan memperoleh persentase 92,50% dengan kualifikasi sangat baik, dan uji coba kelompok kecil memperoleh persentase 95,00% dengan kualifikasi sangat baik. Jadi dapat dinyatakan bahwa produk video animasi berbasis inkuiри terbimbing tema diriku sub tema tubuhku ini layak digunakan untuk pembelajaran.

Kata- kata kunci: Pengembangan, Video Animasi, Inkuiри

ABSTRACT

This study aims to describe the design and determine the feasibility of an animated video based on guided inquiry. This type of research is research and development. This research was developed using the ADDIE model (analyze, design, development, implementation, evaluation). The subjects of this study were development design experts, learning materials experts, instructional design experts, learning media experts on product feasibility tests, 3 children in group B in individual trials, and 5 children in group B in small group trials. Data was collected by questionnaire method. The data was processed using quantitative descriptive analysis techniques. Design and build an animated video based on guided inquiry in the form of audio visuals, syllables, moving pictures about body parts, quizzes, and evaluations. The results of the design test obtained a percentage of 100.00% with very good qualifications. The results of the feasibility test of an animated video based on guided inquiry obtained the following results: learning material experts obtained a percentage of 85.00% with good qualifications, learning design experts obtained a percentage of 80.00% with good qualifications, learning media experts obtained a percentage of 82.50% with good qualifications, individual trials obtained a percentage of 92.50% with very good qualifications, and small group trials obtained a percentage of 95.00% with very good qualifications. So it can be stated that this guided inquiry-based animation video product, the theme of myself, the sub-theme of my body, is suitable for learning.

Keywords: Development, Video Animation, Inquiry

