

PENGEMBANGAN VIDEO ANIMASI MENGUNAKAN APLIKASI WONDERSHARE FILMORA BERBASIS *PROBLEM BASED LEARNING* PEMBELAJARAN KPK DAN FPB KELAS IV SEKOLAH DASAR

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan *prototype* video Animasi Menggunakan Aplikasi *Wondershare Filmora* Berbasis *Problem Based Learning* Pembelajaran KPK dan FPB kelas IV Sekolah Dasar menganalisis validitas isi media pembelajaran video Animasi Menggunakan Aplikasi *Wondershare Filmora* Berbasis *Problem Based Learning* Pembelajaran KPK dan FPB kelas IV Sekolah Dasar. Model pengembangan yang digunakan dalam penelitian ini adalah model ADDIE yang memiliki beberapa tahap yaitu tahap analisis, tahap perancangan, tahap pengembangan, tahap implementasi dan tahap evaluasi. Namun untuk tahap implementasi dan tahap evaluasi tidak dapat dilakukan karena keterbatasan waktu, tenaga, sumber daya, dan finansial. Adapun subjek uji coba penelitian pengembangan ini yaitu : 1) dua orang ahli materi, 2) dua orang ahli media, 3) dua orang guru untuk respon praktisi, dan 4) 10 orang siswa kelas IV SD untuk respon siswa. Pengumpulan data pada penelitian ini dilakukan dengan instrumen penilaian *rating scale*, kemudian dianalisis menggunakan rumus persentase untuk menyimpulkan deskripsi data kemudian dikonversikan ke dalam tabung skala lima. Hasil analisis data yang didapatkan 1) hasil review ahli materi pembelajaran sangat baik 93% 2) hasil review ahli media pembelajaran sangat baik 94,99% 3) hasil persentase respon praktisi sebesar 96,67% dan persentase respon siswa sebesar 90% dengan kategori sangat baik. Berdasarkan hasil analisis tersebut dapat disimpulkan bahwa video animasi valid dan layak untuk digunakan oleh siswa sekolah dasar khususnya siswa kelas IV SD.

Kata Kunci : animasi, *wondershare filmora*, *problem based learning*, KPK dan FPB

**DEVELOPMENT OF ANIMATION VIDEOS USING THE WONDERSHARE
FILMORA APPLICATION BASED ON PROBLEM BASED LEARNING ON
KPK AND FPB CLASS IV ELEMENTARY SCHOOL**

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ABSTRACT

This study aims to produce an animated prototype video using the Wondershare Filmora Application Based on Problem Based Learning on KPK and FPB material for fourth grade Elementary School students and analyze the validity of the content of animated video learning using the Wondershare Filmora Application Based on Problem Based Learning. The development model used in this study was ADDIE model which has several stages, namely the analysis stage, design stage, development stage, implementation stage and evaluation stage. However, the implementation and evaluation stages cannot be carried out due to limited time, energy, resources, and finances. The test subjects of this development research were: 1) two material experts, 2) two media experts, 3) two teachers for practitioner responses, and 4) 10 fourth grade elementary school students for student responses. Data collection in this study was carried out with a rating scale assessment instrument, then analyze using the percentage formula to conclude the data description and then converted into a five-scale tube. The results of data analysis obtained 1) the results of the expert review of learning materials are very good 93% 2) the results of the expert reviews of learning media are very good 94.99% 3) the results of the percentage of practitioner responses are 96.67% and the percentage of student responses is 90% with a very category good. Based on the results of the analysis, it can be concluded that animated videos are valid and suitable for use by elementary school students, especially fourth grade elementary school students.

Keywords: Animation, Wondershare Filmora, Problem Based Learning, KPK And FPB