

**PENGEMBANGAN VIDEO PEMBELAJARAN ANIMASI  
BERBASIS *PROBLEM BASED LEARNING* PADA MATERI  
KONSEP KELILING DAN LUAS LINGKARAN MATA  
PELAJARAN MATEMATIKA KELAS VI DI SD NEGERI 2  
BATUBULAN KANGIN**

**Oleh**

**Riza Krisnayanti, NIM 1811031109**

**Program Studi Pendidikan Guru Sekolah Dasar**

**ABSTRAK**

Penelitian ini adalah penelitian pengembangan yang bertujuan untuk (1) Mengetahui rancang bangun media pembelajaran video pembelajaran animasi berbasis *problem based learning* (2) Mengetahui kelayakan video pembelajaran animasi berbasis *problem based learning*. Penelitian ini menggunakan model pengembangan ADDIE (*Analyze, design, development, implementation, evaluation*). Metode pengumpulan data dilakukan dengan observasi, wawancara, dan kuesioner. Teknik analisis data yang digunakan adalah analisis deskriptif kualitatif dan deskriptif kuantitatif. Hasil penelitian (1) Rancang bangun berupa video pembelajaran animasi berbasis *problem based learning* menggunakan model pengembangan ADDIE. (2) Berdasarkan *review* ahli isi mata pelajaran termasuk sangat baik dengan persentase (95,83%), *review* ahli desain pembelajaran termasuk dalam kriteria sangat baik dengan persentase (97,22%), *review* ahli media pembelajaran termasuk dalam kriteria sangat baik dengan persentase (93,75%), hasil uji perorangan termasuk sangat baik dengan persentase (94,44%), dan hasil uji coba kelompok termasuk dalam kriteria sangat baik dengan persentase (93,51%). Berdasarkan hasil uji ahli dan uji siswa maka video animasi yang dikembangkan layak untuk digunakan dalam proses pembelajaran.

Kata Kunci : Video Animasi, *Problem Based Learning* dan Matematika

**DEVELOPMENT OF PROBLEM BASED LEARNING  
ANIMATION LEARNING VIDEOS ON THE CONCEPT OF  
CIRCULAR AND CIRCLE MATERIALS FOR MATHEMATICS  
LESSON CLASS VI IN SD NEGERI 2 BATUBULAN KANGIN**

By

**Riza Krisnayanti, NIM 1811031109**

**Study Program Primary School Teacher Education**

**ABSTRACT**

*This research is a development research that aims to (1) determine the design of learning media for animation learning videos based on problem based learning (2) determine the feasibility of animated learning videos based on problem based learning. This study uses the ADDIE development model (Analyze, design, development, implementation, evaluation). Methods of data collection is done by observation, interviews, and questionnaires. The data analysis technique used is descriptive qualitative analysis and descriptive quantitative. The results of the study (1) The design is in the form of an animated learning video based on problem based learning using the ADDIE development model. (2) Based review of subject content experts including very good with a percentage (95.83%), review of learning design experts included in the criteria very good with a percentage (97.22%), review of learning media experts included in the criteria very good with a percentage (93.75%), individual test results are very good with percentages (94.44%), and group test results are included in very good criteria with percentages (93.51%). Based on the results of expert tests and student tests, the animated video developed is feasible to be used in the learning process.*

**Keywords:** Animation Video, Problem Based Learning and Mathematics