

**PENGEMBANGAN MEDIA *ANIMATION POP-UP*
BOOK BERBASIS *PHENOMENON BASED LEARNING*
UNTUK MENINGKATKAN MULTILITERASI SISWA
KELAS IV SD NEGERI 3 PENARUKAN**

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ABSTRAK

Tujuan penelitian pengembangan ini yaitu: (1) mendeskripsikan rancang bangun media *Animation Pop-Up Book*; (2) menganalisis validitas media *Animation Pop-Up Book*; (3) menganalisis tingkat kepraktisan media *Animation Pop-Up Book*; dan (4) menganalisis efektivitas media *Animation Pop-Up Book* berbasis *Phenomenon Based Learning* (PhBL) untuk meningkatkan multiliterasi siswa kelas IV SD Negeri 3 Penarukan. Studi pengembangan ini menggunakan model ADDIE yang terdiri dari lima tahapan, yaitu: (1) analisis; (2) perancangan; (3) pengembangan; (4) implementasi; dan (5) evaluasi. Studi ini mengambil subjek yaitu 3 orang ahli, 1 orang praktisi, dan 1 rombel siswa kelas IV SD Negeri 3 Penarukan, sedangkan objek penelitian ini yaitu media *Animation Pop-Up Book* berbasis *Phenomenon Based Learning*. Metode pengumpulan data yang digunakan yaitu kuesioner/angket dan tes. Instrumen yang digunakan untuk mengumpulkan data yaitu lembar kuesioner/angket dan soal pilihan ganda. Hasil penelitian ini menunjukkan bahwa: (1) media *Animation Pop-Up Book* memperoleh validitas sebesar 94,79% berdasarkan rata-rata hitung penilaian ahli dengan kualifikasi sangat baik (layak digunakan tanpa revisi); (2) tingkat kepraktisan media *Animation Pop-Up Book* berdasarkan penilaian praktisi/guru sebesar 95,83% dengan kualifikasi sangat baik, berdasarkan uji perorangan sebesar 88,89% dengan kualifikasi baik, berdasarkan uji kelompok kecil sebesar 89,24% dengan kualifikasi baik; dan (3) nilai signifikansi (2-tailed) pada uji-t berkorelasi memperoleh skor sebesar 0,000 atau $p < 0,05$ (taraf signifikansi 5%), artinya media *Animation Pop-Up Book* efektif meningkatkan multiliterasi siswa kelas IV SD Negeri 3 Penarukan.

Kata Kunci: *Animation Pop-Up Book*, PhBL, Multiliterasi

ABSTRACT

The objectives of this development research are: (1) to describe the design of the Animation Pop-Up Book media; (2) analyzing the validity of the Animation Pop-Up Book media; (3) analyzing the practicality level of Animation Pop-Up Book media; and (4) analyzing the effectiveness of Phenomenon Based Learning (PhBL) Animation Pop-Up Book media to increase the multiliteracy of fourth grade students at SD Negeri 3 Penarukan. This development study uses the ADDIE model which consists of five stages, namely: (1) analysis; (2) design; (3) development; (4) implementation; and (5) evaluation. This study took subjects, namely 3 experts, 1 practitioner, and 1 group of fourth grade students at SD Negeri 3 Penarukan, while the object of this research was Phenomenon Based Learning Animation Pop-Up Book media. Data collection methods used are questionnaires/questions and tests. The instruments used to collect data were questionnaires and multiple choice questions. The results of this study indicate that: (1) the Animation Pop-Up Book media obtains a validity of 94.79% based on the average of expert judgments with very good qualifications (feasible to use without revision); (2) the practicality level of Animation Pop-Up Book media based on practitioner/teacher evaluation is 95.83% with very good qualifications, based on individual testing of 88.89% with good qualifications, based on small group tests of 89.24% with good qualifications ; and (3) the significance value (2-tailed) in the t-test correlated with obtaining a score of 0.000 or $p < 0.05$ (5% significance level), meaning that the Animation Pop-Up Book media is effective in increasing the multiliteracy of fourth grade students at SD Negeri 3 Penarukan .

Keywords: Animation Pop-Up Book, PhBL, Multiliteracy

