

**PENGEMBANGAN MEDIA VIDEO ANIMASI PADA MATA
PELAJARAN PENDIDIKAN AGAMA HINDU DAN BUDI PEKERTI
PESERTA DIDIK KELAS V SEKOLAH DASAR NO. 2 SANGEH TAHUN
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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan proses pengembangan media video animasi pada mata pelajaran Pendidikan Agama Hindu dan Budi Pekerti, (2) mengetahui kualitas kelayakan hasil validitas produk media video animasi pada mata pelajaran Pendidikan Agama Hindu dan Budi Pekerti. Subjek penelitian yaitu: 1 ahli mata pelajaran, 1 ahli desain pembelajaran, 1 ahli media pembelajaran, 3 siswa untuk uji coba perorangan, dan 10 siswa untuk uji coba kelompok kecil. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*analyze, design, development, implementation and evaluation*). Data yang dikumpulkan adalah data kuantitatif dan kualitatif. Pengumpulan data menggunakan metode kuesioner/angket. Analisis data yang digunakan adalah teknik analisis data deskriptif kualitatif, dan deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa (1) rancang bangun media video animasi pada mata pelajaran Pendidikan Agama Hindu dan Budi Pekerti dengan menggunakan model ADDIE meliputi tahapan: (a) *analyze*, (b) *design*, (c) *development*, (d) *implementation* dan (e) *evaluation*. (2) Media video animasi pada mata pelajaran Pendidikan Agama Hindu dan Budi Pekerti dikatakan valid dengan: (a) hasil *review* ahli isi mata pelajaran menunjukkan media video animasi sangat baik dengan persentase (93,3%), (b) hasil *review* ahli desain pembelajaran menunjukkan media video animasi baik dengan persentase (88,3%), (c) hasil *review* ahli media menunjukkan media video animasi sangat baik dengan persentase (94,6%), (d) hasil uji perorangan menunjukkan media video animasi sangat baik dengan persentase (95,99%), (e) hasil uji kelompok kecil menunjukkan media video animasi sangat baik dengan persentase (96,32%). Dapat disimpulkan bahwa media video animasi pada mata pelajaran Pendidikan Agama Hindu dan Budi Pekerti dinyatakan layak karena mendapatkan kualifikasi baik dan sangat baik.

Kata-Kata Kunci: pengembangan, video animasi, Kitab Suci Weda

ABSTRACT

This study aims to (1) describe the process of developing animated video media in Hindu Religious Education and Moral Education subjects, (2) determine the quality of the feasibility of the validity results of animated video media products in Hindu Religious Education and Moral Education subjects. The research subjects were: 1 subject expert, 1 instructional design expert, 1 instructional media expert, 3 students for individual trials, and 10 students for small group trials. This development research uses the ADDIE development model (analyze, design, development, implementation and evaluation). The data collected is quantitative and qualitative data. Collecting data using a questionnaire method / questionnaire. Data analysis used is descriptive qualitative data analysis techniques, and descriptive quantitative. The results of the study show that (1) the design of animated video media in the Hindu Religious Education and Moral Education subjects using the ADDIE model includes the following stages: (a) analyze, (b) design, (c) development, (d) implementation and (e) evaluate. (2) Animated video media in the subject of Hindu Religious Education and Characteristics is said to be valid with: (a) the results of the review of subject content experts show that the animated video media is very good with a percentage (93.3%), (b) the results of the review of design experts learning shows that animated video media is good with a percentage (88.3%), (c) the results of the media expert's review show that animated video media is very good with a percentage (94.6%), (d) individual test results show that animated video media is very good with percentage (95.99%), (e) the results of the small group test show that video animation media is very good with a percentage (96.32%). It can be concluded that the animated video media in the subjects of Hindu Religious Education and Ethics are declared feasible because they get good and very good qualifications.

Key Words: development, animated videos, Vedic Scriptures

