

**PENGEMBANGAN VIDEO PEMBELAJARAN ANIMASI 2 DIMENSI MATA
PELAJARAN BAHASA BALI MENGENAI DASAR AKSARA BALI**

Oleh

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ABSTRAK

Penelitian ini memiliki tujuan untuk menghasilkan dan mengetahui respon siswa dan efektivitas terhadap video pembelajaran animasi 2 dimensi mata pelajaran bahasa Bali mengenai dasar aksara Bali. Jenis penelitian yang digunakan yaitu *Research & Development (R&D)*, dengan model penelitian *Multimedia Development Life Cycle (MDLC)*. Penelitian ini dilakukan untuk siswa kelas 3 sekolah dasar di SD Negeri 2 Liligundi. Pengumpulan data dalam penelitian ini didapatkan dengan menggunakan lembar angket *self evaluation*, angket *expert review*, angket *one to one learner*, angket *small group*, dan angket *field trial*, serta *pretest* dan *posttest* untuk uji efektivitas. Hasil pengujian dari ahli isi materi memperoleh nilai 0.89 (Tinggi) dan hasil pengujian dari ahli media memperoleh skor 1.00 (Sangat Tinggi). Kemudian hasil uji efektivitas dengan memberikan *pretest* dan *posttest* kepada peserta didik memperoleh nilai *N-Gain* sebesar 0.84 sehingga hasil uji efektivitas dapat disimpulkan video pembelajaran “Efektif”. Hasil respon peserta didik terhadap video pembelajaran memperoleh rata - rata yaitu 94.50% dengan kualifikasi “Sangat Baik”. Sehingga dapat disimpulkan penelitian pengembangan video pembelajaran animasi 2 dimensi mata pelajaran bahasa Bali mengenai dasar aksara Bali menunjukkan kriteria kualitas produk yaitu sangat valid, sangat praktis dan efektif.

Kata kunci: Video Pembelajaran, Bahasa Bali, Aksara Bali

**THE DEVELOPMENT OF 2 DIMENTIONAL ANIMATION LEARNING
VIDEO FOR BALINESE LANGUANGE SUBJECT ABOUT BASIC BALINESE
SCRIPT**

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ABSTRACT

The produce of this study is to produce and determine student responses and effectiveness of 2-dimensional animated learning videos for Balinese language subjects regarding basic Balinese script. The type of research used is Research & Development (R&D), with the Multimedia Development Life Cycle (MDLC) research model. This research was conducted for 3rd grade students at SD Negeri 2 Liligundi. Data collection in this study was obtained using a self evaluation questionnaire, expert review questionnaire, one to one learner questionnaire, small group questionnaire, and field trial questionnaire, as well as pretest and posttest for effectiveness testing. The test results from material content experts obtained a score of 0.89 (High) and the test results from media experts obtained a score of 1.00 (Very High). Then the results of the effectiveness test by giving pretests and posttests to students obtained an N-Gain value of 0.84 so that the results of the effectiveness test can be concluded that the learning video is "Effective". The results of students' responses to learning videos obtained an average of 94.50% with the qualification "Very Good". So it can be concluded that the research on the development of 2-dimensional animated learning videos for Balinese language subjects regarding the basic Balinese script shows the product quality criteria, namely very valid, very practical and effective.

Keyword: Learning Video, Bali Language, Bali Script