

**PENGEMBANGAN MEDIA PEMBELAJARAN VIDEO ANIMASI
INTERAKTIF MENGGUNAKAN APLIKASI *POWTOON* PADA MATERI
BIOTEKNOLOGI DI KELAS XII**

Oleh

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ABSTRAK

Media buku paket, LKS (lembar kerja siswa) dan papan tulis masih menjadi media pembelajaran yang sering digunakan sedangkan persentase dari hasil studi pendahuluan bahwa 96,8% peserta didik lebih tertarik dan antusias apabila video animasi interaktif digunakan dalam proses pembelajaran. Penelitian ini bertujuan untuk mengetahui desain, kelayakan, dan kepraktisan pengembangan media pembelajaran video animasi interaktif. Penelitian ini menggunakan jenis penelitian *Research and Development* (Penelitian dan pengembangan) dengan menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian ini menggunakan perhitungan *rating scale* untuk uji kelayakan oleh satu ahli media dan satu ahli materi serta perhitungan skala likert untuk uji kepraktisan oleh satu guru biologi dan 15 peserta didik. Hasil uji kelayakan ahli media jika dihitung secara persentase mendapatkan nilai 93,75% yang berkategori sangat layak. Hasil uji kelayakan ahli materi jika dihitung secara persentase mendapatkan nilai 84,38% yang berkategori sangat layak. Hasil uji kepraktisan guru jika dihitung secara persentase mendapatkan nilai 96,67% yang berkategori sangat praktis. Hasil uji kepraktisan peserta didik jika dihitung secara persentase mendapatkan nilai 90,10% yang berkategori sangat praktis. Maka, dapat dikatakan bahwa pengembangan media pembelajaran video animasi interaktif menggunakan aplikasi *powtoon* pada materi bioteknologi kelas XII yang dikembangkan sudah sangat layak dan sangat praktis jika digunakan dalam proses pembelajaran.

Kata kunci: desain, kelayakan, kepraktisan, *powtoon*, video animasi interaktif

**DEVELOPMENT OF INTERACTIVE ANIMATED VIDEO LEARNING
MEDIA USING POWTOON APPLICATION ON BIOTECHNOLOGY
MATERIAL IN CLASS XII**

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Abstract

Packet books, LKS (student worksheets) and whiteboards are still learning media that are often used, while the percentage from preliminary study results shows that 96.8% of students are more interested and enthusiastic if interactive animated videos are used in the learning process. This research aims to determine the design, feasibility and practicality of developing interactive animated video learning media. This research uses Research and Development research using the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. This research used a rating scale calculation for the feasibility test by one media expert and one material expert and a Likert scale calculation for the practicality test by one biology teacher and 15 students. The media expert feasibility test results, if calculated in percentage terms, get a score of 93.75% which is categorized as very feasible. The results of the material expert feasibility test, if calculated in percentage terms, get a score of 84.38% which is categorized as very feasible. The results of the teacher practicality test, if calculated in percentage terms, get a score of 96.67% which is categorized as very practical. The results of the students' practicality test, if calculated in percentage terms, get a score of 90.10% which is categorized as very practical. So, it can be said that the development of interactive animated video learning media using the Powtoon application in class XII biotechnology material that has been developed is very feasible and very practical when used in the learning process.

Keywords: design, feasibility, practicality, powtoon, interactive animated video