PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF ANIMASI 3D PADA MATA PELAJARAN IPA MATERI PERKEMBANGBIAKAN TUMBUHAN DAN HEWAN KELAS V

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ABSTRAK

Proses pembelajaran saat ini, guru masih menggunakan media berupa buku LKS, buku paket dan media *powerpoint*, sehingga membuat peserta didik kurang termotivasi dalam belajar. Penelitian ini bertujuan untuk menghasilkan dan menganalisis respon guru dan peserta didik serta mendeskripsikan hasil efektivitas pengembangan media pembelajaran interaktif animasi 3D mata pelajaran IPA materi perkembangbiakan tumbuhan dan hewan kelas V. Jenis penelitian yang digunakan yaitu Research & Development (R&D), dengan model penelitian ADDIE (Analyze, Design, Development, Implementation, Evaluation). Subjek penelitian ini yaitu peserta didik kelas V SD Negeri 2 Asahduren yang berjumlah 20 orang. Pengumpulan data dalam penelitian dilakukan dengan menggunakan angket ahli isi mata pelajaran, angket ahli desain dan media pembelajaran, angket uji perorangan, angket uji kelompok kecil, angket uji lapangan, angket respon guru dan peserta didik, serta *pretest* dan *posttest* untuk uji efektivitas. Media pembelajaran interaktif animasi 3D mata pelajaran IPA materi perkembangbiakan tumbuhan dan hewan dinyatakan sangat valid, efektif, sangat praktis dan dapat meningkatkan motivasi belajar dan nilai peserta didik. Hal tersebut dibuktikan pada hasil pengujian dari ahli isi materi, desain dan media pembelajaran memperoleh nilai sebesar 1,00 termasuk dalam tingkat validitas "Sangat Tinggi". Hasil perhitungan uji respon peserta didik memperoleh rata-rata 63,4 termasuk kategori "Sangat Praktis" dan respon guru memperoleh nilai rata-rata 47 "Sangat Praktis". Berdasarkan hasil uji efektivitas dengan memberikan *pretest* dan *posttest* kepada peserta didik memperoleh nilai N-Gain sebesar 0.78 masuk ke dalam interpretasi tinggi termasuk dalam katagori "Efektif".

Kata Kunci: Media Pembelajaran Interaktif, Animasi 3D, Perkembangbiakan Tumbuhan dan Hewan, IPA.

DEVELOPMENT OF 3D ANIMATED INTERACTIVE LEARNING MEDIA IN THE SCIENCE SUBJECT OF CLASS V PLANT AND ANIMAL BREEDING

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ABSTRACT

The current learning process, teachers still use media in the form of LKS books, textbooks and powerpoint media, so that students are less motivated in learning. This study aims to produce and analyze teacher and student responses and describe the results of the effectiveness of the development of interactive 3D animation learning media for science subjects on plant and animal reproduction for grade V. The type of research used is Research & Development (R&D), with the ADDIE research model (Analyze, Design, Development, Implementation, Evaluation). The subjects of this study were 20 grade V students of SD Negeri 2 Asahduren. Data collection in the study was carried out using subject content expert questionnaires, design and learning media expert questionnaires, individual test questionnaires, small group test questionnaires, field test questionnaires, teacher and student response questionnaires, and pretests and posttests for effectiveness tests. Interactive 3D animation learning media for science subjects on plant and animal reproduction is stated to be very valid, effective, very practical and can increase learning motivation and student grades. This is proven by the test results from content experts, design and learning media obtained a value of 1.00 including the "Very High" validity level. The results of the calculation of the student response test obtained an average of 63.4 including the "Very Practical" category and the teacher's response obtained an average value of 47 "Very Practical". Based on the results of the effectiveness test by giving pretests and posttests to students, the N-Gain value was 0.78 included in the high interpretation including the "Effective" category.

Keywords: *Interactive Learning Media, 3D Animation, Plant and Animal Reproduction, Science.*