

**Pengembangan Video Animasi Berbasis Etnomatematika Pada Materi
Bangun Datar Untuk Meningkatkan Kemampuan Berpikir Kritis Dan
Kemampuan Metakognitif Siswa Kelas V SD**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan rancang bangun video animasi berbasis etnomatematika Bali, untuk mengetahui kevalidan, kepraktisan dan keefektifan video animasi berbasis etnomatematika Bali dalam meningkatkan kemampuan berpikir kritis dan kemampuan metakognitif siswa kelas V SD pada materi luas daerah bangun datar. Subjek penelitian ini adalah media video animasi berbasis etnomatematika Bali dan objeknya adalah validitas, kepraktisan, dan efektivitas video animasi. Metode pengumpulan data menggunakan kuisioner dan tes uraian. Metode penelitian yang digunakan adalah analisis deskriptif kuantitatif. Analisis rancang bangun dilakukan berdasarkan kebutuhan siswa, analisis validitas produk menggunakan rumus mean, analisis kepraktisan menggunakan rumus persentase dan analisis keefektifan menggunakan uji-t berkorelasi. Hasil penelitian menunjukkan bahwa: (1) rancang bangun menghasilkan media video animasi berbasis etnomatematika Bali ; (2) validitas produk yang telah dihasilkan memperoleh nilai rata rata untuk media sebesar 3,8 dan materi 3,26 yang artinya produk mendapat predikat sangat layak ; (3) kepraktisan produk memperoleh hasil penilaian uji perorangan sebesar 92% (sangat baik) dan uji kelompok kecil 94% (sangat baik); (4) nilai signifikansi (2-tailed) pada uji-t berkorelasi menunjukkan angka 0,000 atau $p < 0,05$ sehingga media video animasi berbasis etnomatematika Bali materi luas bangun datar efektif meningkatkan kemampuan berpikir kritis dan kemampuan metakognitif siswa kelas V SD Negeri 3 Alasangka. Berdasarkan hal tersebut, rekomendasi yang diberikan dalam penelitian ini difokuskan pada perbaikan media pembelajaran dengan memperhatikan integrasi budaya Bali secara lebih mendalam, memfokuskan desain interaktif yang ramah anak, serta pengembangan aktivitas yang dapat mendorong siswa untuk berpikir kritis dan memiliki kemampuan metakognitif.

Kata kunci: Video Animasi, Etnomatematika Bali, Berpikir Kritis, Metakognitif, Bangun Datar

**Development of Ethnomathematics-Based Animation Videos on Flat Building
Materials to Improve Critical Thinking Skills and Metacognitive Skills of
Grade V Elementary School Students**

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ABSTRACT

This study aims to develop a Balinese ethnomathematics-based animation video design, to determine the validity, practicality and effectiveness of Balinese ethnomathematics-based animation videos in improving the critical thinking skills and metacognitive abilities of grade V elementary school students in the wide material of the flat building area. The subject of this study is an animated video media based on Balinese ethnomathematics and the object is the validity, practicality, and effectiveness of animated videos. The data collection method uses questionnaires and description tests. The research method used is quantitative descriptive analysis. Design analysis was carried out based on student needs, product validity analysis using the mean formula, practicality analysis using the percentage formula and effectiveness analysis using correlated t-test. The results of the study show that: (1) the design produces animation video media based on Balinese ethnomathematics; (2) the validity of the product that has been produced obtained an average value for media of 3.8 and material of 3.26 which means that the product has received a very decent predicate; (3) the practicality of the product obtained the results of individual test assessment of 92% (very good) and small group test 94% (very good); (4) The significance value (2-tailed) on the correlated t-test showed a number of 0.000 or $p < 0.05$ so that the animation video media based on Balinese ethnomathematics broad material was effective in improving the critical thinking ability and metacognitive ability of grade V students of SD Negeri 3 Alasangka. Based on this, the recommendations given in this study are focused on improving learning media by paying attention to the integration of Balinese culture in more depth, focusing on child-friendly interactive design, and developing activities that can encourage students to think critically and have metacognitive skills.

Keywords: *Animated Video, Balinese Ethnomathematics, Critical Thinking, Metacognition, Flat Builds*