

**PENGEMBANGAN MEDIA VIDEO ANIMASI BERBASIS MASALAH  
KONTEKSTUAL UNTUK MENINGKATKAN HASIL BELAJAR SISWA  
KELAS IV MATERI PECAHAN MUATAN MATEMATIKA  
SD NEGERI 7 SUKAWATI TAHUN AJARAN 2024/2025**

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**ABSTRAK**

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media video animasi berbasis masalah kontekstual merupakan media pembelajaran yang mengaitkan materi pembelajaran dengan situasi nyata siswa.guna meningkatkan hasil belajar siswa kelas IV pada materi pecahan muatan Matematika, (2) mengetahui kelayakan media video animasi berbasis masalah kontekstual guna meningkatkan hasil belajar siswa kelas IV pada materi pecahan muatan Matematika, dan (3) mengetahui efektivitas media video animasi berbasis masalah kontekstual guna meningkatkan hasil belajar siswa kelas IV pada materi pecahan muatan Matematika. (1) rancang bangun media ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, and Evaluation*). (2) kelayakan media video pembelajaran berbasis proyek berdasarkan hasil uji materi pembelajaran memperoleh skor 97,5%, hasil uji desain pembelajaran memperoleh skor 92,5%, hasil uji media pembelajaran memperoleh skor 95%, uji perorangan memperoleh skor 91,6%, dan uji kelompok kecil memperoleh skor 95% dengan keseluruhan persentase skor berada pada kualifikasi sangat baik, serta (3) hasil uji efektivitas media video animasi berbasis masalah kontekstual muatan Matematika materi Pecahan diperoleh thitung sebesar 12,098. Harga thitung tersebut kemudian dibandingkan dengan harga ttabel pada taraf signifikansi 5% dengan diketahui  $dk = n-1=13-1=12$  adalah sebesar 1,782. Hasil tersebut menunjukkan bahwa  $thitung > ttabel$  ( $12,098 > 1,782$ ), sehingga  $H_0$  ditolak dan  $H_1$  diterima. Berdasarkan hasil tersebut dapat diartikan terdapat perbedaan yang signifikan antara sebelum dan sesudah menggunakan media video animasi berbasis masalah kontekstual pada materi pecahan. Sehingga, dapat disimpulkan bahwa media video animasi berbasis masalah kontekstual ini efektif digunakan untuk meningkatkan hasil belajar siswa pada materi pecahan siswa kelas IV SD Negeri 7 Sukawati.

Kata kunci: ADDIE, Video Animasi, Masalah Kontekstual, Hasil Belajar, Matematika

**DEVELOPMENT OF ANIMATED VIDEO MEDIA BASED ON  
CONTEXTUAL PROBLEMS TO IMPROVE STUDENTS' LEARNING  
OUTCOMES IN GRADE IV OF MATHEMATICAL FRACTION MATERIAL  
SD NEGERI 7 SUKAWATI ACADEMIC YEAR 2024/2025**

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**ABSTRACT**

*This study aims to (1) describe the design of animated video media based on contextual problems, which is a learning media that links learning materials with real situations of students. in order to improve the learning outcomes of grade IV students in the material of fractions in Mathematics, (2) determine the feasibility of animated video media based on contextual problems to improve the learning outcomes of grade IV students in the material of fractions in Mathematics, and (3) determine the effectiveness of animated video media based on contextual problems to improve the learning outcomes of grade IV students in the material of fractions in Mathematics. (1) The design of this media uses the ADDIE (Analyze, Design, Development, Implementation, and Evaluation) development model. (2) The feasibility of project-based learning video media based on the results of the learning material test obtained a score of 97.5%, the results of the learning design test obtained a score of 92.5%, the results of the learning media test obtained a score of 95%, the individual test obtained a score of 91.6%, and the small group test obtained a score of 95% with the overall percentage score being in the very good qualification, and (3) the results of the effectiveness test of contextual problem-based animation video media for the Mathematics content of Fractions obtained a t count of 12.098. The t count value was then compared with the t table value at a significance level of 5% with  $dk = n-1 = 13-1 = 12$  being 1.782. These results indicate that  $t \text{ count} > t \text{ table}$  ( $12.098 > 1.782$ ), so  $H_0$  is rejected and  $H_1$  is accepted. Based on these results, it can be interpreted that there is a significant difference between before and after using contextual problem-based animation video media on fractions material. Thus, it can be concluded that this contextual problem-based animation video media is effective in improving student learning outcomes in fraction material for grade IV students of SD Negeri 7 Sukawati.*

*Keywords: ADDIE, Animation Video, Contextual Problems, Learning Outcomes, Mathematics*