

**PENGEMBANGAN VIDEO PEMBELAJARAN ANIMASI BERBASIS
DISCOVERY LEARNING PADA MATERI PECAHAN UNTUK SISWA
KELAS IV SD NEGERI 1 PANJER TAHUN PELAJARAN 2024/2025**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mengetahui rancang bangun video pembelajaran animasi berbasis *discovery learning* muatan Matematika materi pecahan, (2) mengetahui kualitas video pembelajaran animasi berbasis *discovery learning* muatan Matematika materi pecahan yang ditinjau dari rancang bangun, isi, desain instruksional, media pembelajaran, uji coba perorangan dan kelompok kecil, (3) mengetahui efektivitas video pembelajaran animasi berbasis *discovery learning* muatan Matematika materi pecahan. Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan ADDIE. Metode pengumpulan data menggunakan, kuesioner, tes objektif pilihan ganda, teknik analisis data deskriptif kuantitatif dan statistik inferensial. Hasil penelitian adalah (1) Rancang bangun media video pembelajaran dengan hasil penilaian rancang bangun dari ahli rancang bangun dengan perolehan nilai persentase sebesar 90,90% (sangat baik). (2) Kualitas video pembelajaran menunjukkan hasil uji ahli isi/materi pelajaran dengan perolehan nilai presentase sebesar 93,33% (sangat baik), uji ahli desain instruksional dengan perolehan nilai presentase sebesar 93,75% (sangat baik), uji ahli media pembelajaran sebesar 93,33% (sangat baik), uji coba perorangan memperoleh nilai presentase sebesar 91,66% (sangat baik) dan uji coba kelompok kecil sebesar dengan perolehan nilai presentase sebesar 93,33% (sangat baik). (3) Efektivitas video pembelajaran animasi berdasarkan uji-t diketahui nilai t_{hitung} sebesar 13,60. Kemudian nilai t_{hitung} dibandingkan dengan nilai t_{tabel} . Nilai t_{tabel} untuk db 36 dengan taraf signifikansi 5% ($\alpha = 0,05$) adalah 1,68. Hasil analisis menunjukkan bahwa nilai $t_{hitung} > t_{tabel}$ ($13,76 > 1,68$) Dengan demikian, hipotesis nol H_0 ditolak dan H_1 diterima. Dapat disimpulkan bahwa media video pembelajaran animasi berbasis *discovery learning*, efektif digunakan pada muatan Matematika materi pecahan untuk siswakesel IV di SD Negeri 1 Panjer.

Kata Kunci: Video Pembelajaran, Animasi, *discovery learning*, Matematika

**DEVELOPMENT OF ANIMATION LEARNING VIDEO BASED ON
DISCOVERY LEARNING ON FRACTION MATERIAL FOR STUDENTS OF
GRADE IV OF SD NEGERI 1 PANJER IN THE 2024/2025 ACADEMIC
YEAR**

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ABSTRACT

This study aims to (1) determine the design of animated learning videos based on discovery learning for Mathematics content on fractions, (2) determine the quality of animated learning videos based on discovery learning for Mathematics content on fractions reviewed from the design, content, instructional design, learning media, individual and small group trials, (3) determine the effectiveness of animated learning videos based on discovery learning for Mathematics content on fractions. This study is a development research using the ADDIE development model. Data collection methods use questionnaires, multiple choice objective tests, quantitative descriptive data analysis techniques and inferential statistics. The results of the study are (1) The design of learning video media with the results of the design assessment from the design expert with a percentage value of 90.90% (very good). (2) The quality of the learning video shows the results of the content/subject matter expert test with a percentage value of 93.33% (very good), the instructional design expert test with a percentage value of 93.75% (very good), the learning media expert test of 93.33% (very good), individual trials obtained a percentage value of 91.66% (very good) and small group trials of with a percentage value of 93.33% (very good). (3) The effectiveness of animated learning videos based on the t-test is known to have a calculated t value of 13.60. Then the calculated t value is compared with the t_{table} value. The t_(table) value for db 36 with a significance level of 5% ($\alpha = 0.05$) is 1.68. The results of the analysis show that the t_{count} value > t_{table} (13.76 > 1.68) Thus, the null hypothesis H₀ is rejected and H₁ is accepted. It can be concluded that animated learning video media based on discovery learning is effective for use in Mathematics content on fraction material for grade IV students at SD Negeri 1 Panjer.

Keywords: Learning Video, Animation, discovery learning, Mathematics