

PENGEMBANGAN VIDEO ANIMASI BERBASIS PENDEKATAN *REALISTIC MATHEMATICS EDUCATION* (RME) MATERI PECAHAN UNTUK MENINGKATKAN KEMAMPUAN PEMECAHAN MASALAH KELAS III SD NEGERI 3 ABIANTUWUNG TAHUN AJARAN 2024/2025

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ABSTRAK

Penelitian ini bertujuan untuk (1) Untuk mengetahui rancang bangun video animasi berbasis Realistic Mathematics Education (RME), (2) untuk mengetahui kelayakan video animasi berbasis Realistic Mathematics Education, (3) Untuk mengetahui efektivitas media video animasi berbasis Realistic Mathematics Education (RME). Penelitian ini merupakan penelitian pengembangan menggunakan model pengembangan ADDIE yang terdiri dari lima tahapan, yaitu tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Metode pengumpulan data menggunakan metode tes uraian dan angket. Teknik analisis data menggunakan analisis deskriptif kuantitatif, kualitatif, dan analisis statistik inferensial. Hasil penelitian pengembangan ini berupa (1) hasil validasi isi materi pelajaran pada media video animasi berbasis Realistic Mathematics Education (RME) berada pada kategori sangat baik dengan validasi isi sebesar 94,64% dengan kualifikasi sangat baik, validasi desain instruksional sebesar 92,5% dengan kualifikasi sangat baik, validasi media pembelajaran sebesar 96,15% dengan kualifikasi sangat baik, uji perorangan memperoleh skor 91,66%, dan uji coba kelompok kecil memperoleh skor 92,22%. (3) Berdasarkan hasil uji-t sample dependent didapatkan $t_{hitung} = 27,277 > t_{tabel} = 2,056$ dengan taraf signifikansi 5% dengan ketentuan $dk = (n1-1) = 27-1 = 26$, sehingga H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa Video animasi berbasis Realistic Mathematics Education (RME) efektif diterapkan pada materi pecahan mata pelajaran matematika siswa kelas III di SD Negeri 3 Abiantuwung.

Kata kunci: Video Animasi, Matematika, Pecahan, RME

**DEVELOPMENT OF ANIMATION VIDEO BASED ON THE REALISTIC
MATHEMATICS EDUCATION (RME) APPROACH ON FRACTION
MATERIAL TO IMPROVE PROBLEM SOLVING ABILITY OF GRADE III
STUDENTS OF ELEMENTARY SCHOOL 3 ABIANTUWUNG IN THE
2024/2025 ACADEMIC YEAR**

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ABSTRACT

This study aims to (1) To determine the design of animation video based on Realistic Mathematics Education (RME), (2) to determine the feasibility of animation video based on Realistic Mathematics Education, (3) To determine the effectiveness of animation video media based on Realistic Mathematics Education (RME). This study is a development research using the ADDIE development model which consists of five stages, namely the analysis, design, development, implementation, and evaluation stages. The data collection method uses descriptive test and questionnaire methods. Data analysis techniques used quantitative, qualitative descriptive analysis, and inferential statistical analysis. The results of this development research are (1) the results of the validation of the content of the lesson material on the animated video media based on Realistic Mathematics Education (RME) are in the very good category with content validation of 94.64% with very good qualifications, instructional design validation of 92.5% with very good qualifications, validation of learning media of 96.15% with very good qualifications, individual tests obtained a score of 91.66%, and small group trials obtained a score of 92.22%. (3) Based on the results of the dependent sample t-test, it was obtained $t_{\text{count}} = 27.277 > t_{\text{(table)}} = 2.056$ with a significance level of 5% with the provision $dk = (n1-1) = 27-1 = 26$, so H_0 is rejected and H_1 is accepted. So it can be concluded that the animated video based on Realistic Mathematics Education (RME) is effectively applied to the fraction material of the mathematics subject of grade III students at SD Negeri 3 Abiantuwunng.

Keywords: Animation Video, Mathematics, Fractions, RME