

**PENGEMBANGAN MEDIA VIDEO ANIMASI BERBASIS PENDEKATAN
KONTEKSTUAL PADA POKOK BAHASAN OPERASI HITUNG
PECAHAN KELAS V SD NEGERI 4 MELINGGIH KELOD TAHUN
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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun video animasi, (2) mengetahui kelayakan (3) mengetahui efektivitas media video animasi berbasis pendekatan kontekstual pada pokok bahasan operasi hitung pecahan. Penelitian ini merupakan penelitian pengembangan yang menggunakan model pengembangan ADDIE. Metode pengumpulan data menggunakan kusioner, tes objektif (pilihan ganda), dan Teknik analisis data deskriptif kuantitatif serta statistika inferensial. Hasil penelitian adalah (1) rancang bangun media video animasi berbentuk media digital yang memuat komponen yaitu, kompetensi (Capaian Pembelajaran dan tujuan pembelajaran), materi (konsep Pecahan, penjumlahan pecahan berpenyebut sama, penjumlahan pecahan berpenyebut berbeda, pengurangan pecahan berpenyebut sama, dan pengurangan pecahan berpenyebut berbeda), contoh soal, dan profil pengembang, dengan perolehan nilai ahli rancang bangun 92,5% (sangat baik), (2) Hasil uji kelayakan produk video animasi terbukti layak berdasarkan: uji ahli isi /materi pelajaran sebesar 92% (sangat baik), uji ahli desain instruksional sebesar 95% (sangat baik), uji ahli media pembelajaran sebesar 94% (sangat baik), uji coba perorangan sebesar 92,5% (kategori sangat baik), serta uji coba kelompok kecil sebesar 93,05% (sangat baik); (3) Hasil uji efektivitas video animasi dianalisis menggunakan teknik statistika inferensial (uji-t) memperoleh hasil rata-rata post-test (91,87) > nilai BSKAP (86), sehingga H_0 ditolak dan H_1 yang artinya terdapat perbedaan signifikan antara hasil post-test setelah menggunakan media video animasi berbasis pendekatan kontekstual dengan nilai BSKAP. Setelah dilakukan perhitungan manual menggunakan uji-t didapatkan hasil yang menunjukkan nilai t_{hitung} (3,73) > t_{tabel} (1,75) pada taraf signifikansi 5% ($\alpha = 0,05$) dan $dk = 15$. Dengan demikian disimpulkan bahwa media video animasi berbasis pendekatan kontekstual efektif diterapkan pada materi operasi hitung pecahan siswa kelas V SD Negeri 4 Melinggih Kelod.

Kata kunci : Video animasi, Pendekatan kontekstual Operasi pecahan, ADDIE

**DEVELOPMENT OF ANIMATION VIDEO MEDIA BASED ON A
CONTEXTUAL APPROACH ON THE TOPIC OF FRACTION ALERT
OPERATIONS FOR GRADE V OF STATE ELEMENTARY SCHOOL 4
MELINGGIH KELOD IN THE 2024/2025 ACADEMIC YEAR**

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ABSTRACT

This study aims to (1) describe the design of animation videos, (2) determine the feasibility (3) determine the effectiveness of animation video media based on a contextual approach on the subject of fraction arithmetic operations. This study is a development research using the ADDIE development model. The data collection method uses a questionnaire, objective tests (multiple choice), and quantitative descriptive data analysis techniques and inferential statistics. The results of the study are (1) the design of animated video media in the form of digital media containing components, namely, competencies (Learning Achievements and learning objectives), materials (fraction concepts, addition of fractions with the same denominators, addition of fractions with different denominators, subtraction of fractions with the same denominators, and subtraction of fractions with different denominators), sample questions, and developer profiles, with a design expert score of 92.5% (very good), (2) The results of the feasibility test of the animated video product proved to be feasible based on: content/subject matter expert test of 92% (very good), instructional design expert test of 95% (very good), learning media expert test of 94% (very good), individual trials of 92.5% (very good category), and small group trials of 93.05% (very good); (3) The results of the effectiveness test of animated videos were analyzed using inferential statistical techniques (t-test) obtaining an average post-test result ($91.87 > BSKAP$ value (86), so that H_0 was rejected and H_1 which means there is a significant difference between the post-test results after using animated video media based on a contextual approach with the BSKAP value. After manual calculations using the t-test, the results showed a calculated t value ($3.73 > t$ table (1.75) at a significance level of 5% ($\alpha = 0.05$) and $dk = 15$. Thus, it is concluded that animated video media based on a contextual approach is effective in being applied to the fractional arithmetic operation material of grade V students of SD Negeri 4 Melinggih Kelod.

Keywords: *Animation video, Contextual approach to fraction operations, ADDIE*