

**PENGEMBANGAN MEDIA PEMBELAJARAN VIDEO ANIMASI
BERBASIS ICARE PADA MATERI PENYAJIAN DATA MUATAN
MATEMATIKA DI KELAS IV SD NEGERI 10 PEDUNGAN TAHUN
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ABSTRAK

Tujuan penelitian ini adalah (1) mendeskripsikan rancang bangun media video animasi berbasis ICARE pada materi penyajian data muatan matematika, (2) mengetahui kelayakan media video animasi berbasis ICARE pada materi penyajian data muatan matematika, dan (3) mengetahui efektivitas media video animasi berbasis ICARE pada materi penyajian data muatan matematika. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode kuesioner dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistik inferensial uji-t. Hasil penelitian pengembangan ini menunjukkan bahwa: (1) Media video animasi merupakan media elektronik berbentuk sebuah tautan atau link yang berisi video animasi yang dibuat dengan alur cerita menarik untuk membahas materi penyajian data. (2) kelayakan media video animasi berbasis ICARE berdasarkan hasil uji isi/materi pembelajaran memperoleh skor 97,5%, hasil uji desain pembelajaran memperoleh skor 95%, hasil uji media pembelajaran memperoleh skor 92,5%, uji perorangan memperoleh skor 90%, dan uji kelompok kecil memperoleh skor 90,27%, dengan keseluruhan persentase skor berada pada kualifikasi sangat layak. (3) Hasil uji efektivitas produk memperoleh $t_{hitung} = 6,224 > t_{tabel} = 2,039$ pada taraf signifikansi 5% untuk $db = 31$ sehingga H_0 ditolak dan H_1 diterima yaitu H_1 memuat keputusan nilai rata-rata *post-test* (82,25) lebih dari KKTP (70). Dengan demikian, dapat disimpulkan bahwa media video animasi berbasis ICARE layak dan efektif dalam meningkatkan hasil belajar siswa pada materi penyajian data muatan matematika.

Kata kunci: ADDIE, Video Animasi, ICARE, Penyajian Data, Matematika.

**DEVELOPMENT OF ICARE-BASED ANIMATED VIDEO LEARNING
MEDIA ON THE MATERIAL OF PRESENTING DATA IN
MATHEMATICS CONTENT IN GRADE IV SD NEGERI 10 PEDUNGAN
SCHOOL YEAR 2024/2025**

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ABSTRACT

The objectives of this study were (1) to describe the design of ICARE-based animated video media on the presentation of mathematics content data, (2) to determine the feasibility of ICARE-based animated video media on the presentation of mathematics content data, and (3) to determine the effectiveness of ICARE-based animated video media on the presentation of mathematics content data. This development research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collection methods used were questionnaire and test methods. The data analysis technique used quantitative descriptive analysis techniques and t-test inferential statistical analysis. The results of this development research show that: (1) Animated video media is electronic media in the form of a link or link containing animated videos made with interesting storylines to discuss data presentation material. (2) The feasibility of ICARE-based animated video media based on the results of the learning content/material test obtained a score of 97.5%, the results of the learning design test obtained a score of 95%, the results of the learning media test obtained a score of 92.5%, the individual test obtained a score of 90%, and the small group test obtained a score of 90.27%, with the overall percentage score being in very feasible qualifications. (3) The results of the product effectiveness test obtained $t\text{-count} = 6.224 > t\text{-table} = 2.039$ at a significance level of 5% for $db = 31$ so that H_0 was rejected and H_1 was accepted, namely H_1 containing the decision of the average value of the post-test (82.25) more than KKTP (70). Thus, it can be concluded that ICARE-based animated video media is feasible and effective in improving student learning outcomes on the presentation of mathematical content data.

Keywords: ADDIE, Animated Video, ICARE, Data Presentation, Math.