PENGEMBANGAN VIDEO ANIMASI BERBASIS PENDEKATAN KONTEKSTUAL MATERI TUMBUHAN SUMBER KEHIDUPAN DI BUMI MUATAN IPAS PADA SISWA KELAS IV SD NO. 1 SEMINYAK, BADUNG

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui rancang bangun, hasil validitas ditinjau dari uji ahli isi, uji ahli desain instruksional, uji ahli media pembelajaran, mengetahui hasil kepraktisan ditinjau dari uji coba pendidik, uji coba perorangan, dan uji coba kelompok kecil, serta mengetahui efektivitas video animasi berbasis pendekatan kontekstual materi tumbuhan sumber kehidupan di bumi muatan IPAS pada siswa kelas IV sekolah dasar. Penelitian ini menggunakan model penelitian pengembangan ADDIE (*Analyze*, *Design*, *Development*, *Implementation*, dan *Evaluation*). Metode pengumpulan data yang digunakan adalah metode non-tes berupa angket dan metode tes. Hasil penelitian pengembangan ini terdiri dari: (1) rancang bangun video animasi berbasis pendekatan kontekstual berupa *flowchart* dan *storyboard* berdasarkan tahapan model pengembangan ADDIE yang menghasilkan video animasi yang dapat diakses melalui *YouTube*, (2) hasil validitas video animasi berbasis pendekatan kontekstual dinyatakan valid berdasarkan hasil penilaian ahli isi mata pelajaran sebesar 94,16% dengan kualifikasi sangat baik, penilaian uji ahli desain instruksional sebesar 91,25% dengan kualifikasi sangat baik, penilaian uji ahli media pembelajaran sebesar 91,96% dengan kualifikasi sangat baik, (3) hasil kepraktisan video animasi berbasis pendekatan kontekstual dinyatakan praktis berdasarkan hasil uji coba pendidik, uji coba perorangan, dan uji coba kelompok kecil sebesar 94,83% dengan kualifikasi sangat baik, (4) berdasarkan hasil uji efektivitas menggunakan rumus uji-t dependent diperoleh nilai t_{hitung} = 23,913 yang selanjutnya akan dibandingkan dengan taraf signifikan 5% dengan dk = n – 1 = 17 – 1 = 16, diperoleh $t_{tabe}l$ = 2,120 yang menyatakan bahwa terdapat perbedaan yang signifikan antara sebelum dan sesudah menggunakan video animasi. Berdasarkan perhitungan tersebut diperoleh bahwa $t_{hitung} > t_{tabe}l$, maka H_0 ditolak dan H_1 diterima. Dapat disimpulkan bahwa video animasi berbasis pendekatan kontekstual efektif diterapkan pada materi tumbuhan sumber kehidupan di bumi muatan IPAS pada siswa kelas IV SD No. 1 Seminyak, Badung.

Kata Kunci: Video Animasi, Pendekatan Kontekstual, Muatan IPAS

DEVELOPMENT OF ANIMATION VIDEO BASED ON A CONTEXTUAL APPROACH TO THE MATERIAL OF PLANTS AS A SOURCE OF LIFE ON EARTH SCIENCE CONTENT FOR STUDENTS OF GRADE IV OF SD NO. 1 SEMINYAK, BADUNG

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ABSTRACT

This study aims to determine the design, validity results reviewed from content expert tests, instructional design expert tests, learning media expert tests, to find out the results of practicality reviewed from educator trials, individual trials, and small group trials, and to find out the effectiveness of animated videos based on a ontextual approach to the material of plants as a source of life on earth in the science content for fourth grade elementary school students. This research uses the ADDIE development research model. The data collection methods used are non-test methods in the form of questionnaires and test methods. The results of this development research consist of: (1) the design of an animated video based on a contextual approach in the form of a flowchart and storyboard based on the stages of the ADDIE development model which produces an animated video that can be accessed via YouTube, (2) the results of the validity of the animated video based on the contextual approach were declared valid based on the results of the assessment of the subject content expert of 94,16% with very good qualifications, the assessment of the instructional design expert test of 91,25% with very good qualifications, the assessment of the learning media expert test of 91,96% with very good qualifications, (3) the results of the practicality of animated videos based on a contextual approach were stated to be practical based on the results of teacher trials, individual trials, and small group trials of 94,83% with very good qualifications, (4) based on the results of the effectiveness test using the dependent t-test formula, the calculated t_{count} = 23,913 was obtained, which will then be compared with a significance level of 5% with dk = n - 1 = 17 - 1 = 16, obtaining t_{table} = 2,120, which states that there is a significant difference between before and after using animated videos. Based on these calculations, it is obtained that $t_{count} > t_{table}$, so H_0 is rejected and H_1 is accepted. It can be concluded that animated videos based on a contextual approach are effectively applied to the material on plants as a source of life on earth in the science content for grade IV students of SD No. 1 Seminyak, Badung.

Keywords: *Animation Video*, *Contextual Approach*, *Science Content*