

PENGEMBANGAN MEDIA PEMBELAJARAN KARTUN ANIMASI BERORIENTASI KONTEKSTUAL LEARNING TERHADAP HASIL BELAJAR SISWA PADA MATA PELAJARAN MATEMATIKA MATERI BILANGAN CACAH SISWA KELAS II SD

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan suatu media pembelajaran kartun animasi 2D pada pembelajaran matematika kelas II materi pembelajaran bilangan cacah untuk meningkatkan hasil belajar siswa, yang memiliki validitas isi, kepraktisan, dan efektivitas. Penelitian ini menggunakan Model *ADDIE* terdiri dari 5 tahap analisis, desain, tahap pengembangan, implementasi dan evaluasi. Objek pada penelitian pengembangan ini yaitu validitas kepraktisan dan efektivitas media kartun animasi 2D. Subjek pada penelitian pengembangan ini adalah para ahli, siswa dan hasil belajar kognitif. Metode pengumpulan data yang digunakan yaitu observasi, wawancara, angket/kuisisioner, studi dokumentasi. Hasil penelitian yang dikembangkan adalah valid, praktis dan cukup efektif diterapkan dalam proses pembelajaran, yang dibuktikan dengan hasil review ahli media yaitu 0,96 dengan kualifikasi sangat tinggi. Hasil respons dari uji perorangan memperoleh hasil 95 % dengan kualifikasi sangat tinggi. Hasil uji kelompok kecil memperoleh hasil 95 % dengan kualifikasi sangat tinggi. Hasil uji-t pada hasil belajar siswa memperoleh nilai $24,375 > 0,05$, sehingga H_0 ditolak dan H_1 diterima. Uji *N-gain score* pada hasil belajar siswa memperoleh hasil yaitu 0,84 yang berada pada kriteria gain score tinggi dan berdasarkan kategori tafsiran efektivitas gain berdasarkan persentase, nilai *N-gain score* yang diperoleh adalah 83,59% termasuk pada kategori efektif. Jadi dapat disimpulkan Media pembelajaran kartun animasi 2D efektif digunakan di Sekolah Dasar

Kata Kunci: media pembelajaran kartun animasi 2D, hasil belajar, bilangan cacah.

DEVELOPMENT OF ANIMATED CARTOON LEARNING MEDIA ORIENTED TOWARD CONTEXTUAL LEARNING ON STUDENTS LEARNING OUTCOMES IN MATHEMATICS SUBJECT ON WHOLE NUMBERS FOR GRADE II ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

This study aims to develop a 2D animated cartoon instructional media for teaching mathematics in Grade II, specifically on the topic of whole numbers, to improve students' learning outcomes. The media developed is expected to have content validity, practicality, and effectiveness. This research adopts the ADDIE model, which consists of five stages: analysis, design, development, implementation, and evaluation. The focus of this development research is the validity, practicality, and effectiveness of the 2D animated cartoon media. The subjects of the study include expert validators, students, and cognitive learning outcomes. Data collection methods used in the study are observation, interviews, questionnaires, and document analysis. The results show that the developed media is valid, practical, and reasonably effective for use in the learning process. This is evidenced by the media expert review score of 0.96, which falls under the "very high" qualification. The individual trial responses yielded a score of 95%, classified as "very high." The small group trial also resulted in a score of 95%, indicating a "very high" level of acceptance. The results of the t-test on student learning outcomes showed a value of $24.375 > 0.05$, indicating that the null hypothesis is rejected and the alternative hypothesis is accepted. The N-gain score analysis on students' learning outcomes resulted in a score of 0.84, which falls into the "high" category. Based on the interpretation category of gain score effectiveness by percentage, the N-gain score obtained was 83.59%, which is categorized as "effective." Therefore, it can be concluded that the 2D animated cartoon instructional media is effective for use in primary schools.

Keywords: 2D animated cartoon instructional media, learning outcomes, whole numbers.