

**PENGEMBANGAN VIDEO ANIMASI BERBASIS
OPEN ENDED PROBLEM MATERI BANGUN
DATAR PADA MUATAN MATEMATIKA
SISWA KELAS V SD NEGERI 6 UBUNG
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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang video animasi berbasis *open ended problem*, (2) mengetahui kelayakan video animasi berbasis *open ended problem*, (3) mengetahui efektivitas video animasi berbasis *open ended problem* pada materi bangun datar. Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan ADDIE yang terdiri dari lima tahapan, yaitu tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Subjek penelitian pengembangan ini adalah siswa kelas V sekolah dasar dengan jumlah 27 siswa. Metode pengumpulan data yang digunakan adalah metode wawancara, observasi, angket, dan tes uraian/essay. Teknik analisis data yang digunakan adalah deskriptif kuantitatif, kualitatif, dan analisis statistik inferensial. Hasil penelitian pengembangan ini berupa (1) hasil uji rancang bangun media video animasi berbasis *open ended problem* yang digambarkan dengan *flowchart* dan *storyboard*, (2) kelayakan media video animasi berbasis *open ended problem* ditunjukkan hasil dari uji ahli isi mata pelajaran sebesar 94,64% (sangat baik), uji ahli desain instruksional sebesar 93,75% (sangat baik), uji ahli media pembelajaran sebesar 95% (sangat baik), uji coba perorangan sebesar 94,16% (sangat baik), dan uji coba kelompok kecil sebesar 93,33% (sangat baik), serta (3) hasil uji efektivitas media video animasi berbasis *open ended problem* yang berdasarkan pada hasil uji-t *sample dependent* diperoleh nilai t_{hitung} sebesar 24,488 dan t_{tabel} berdasarkan taraf signifikansi 5% dengan $dk - (n - 1) = 27 - 1 = 26$ sebesar 2,056. Hasil tersebut menunjukkan bahwa $t_{hitung} > t_{tabel}$ ($24,488 > 2,056$), sehingga H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa media video animasi berbasis *open ended problem* layak dan efektif digunakan pada materi bangun datar muatan matematika siswa kelas V SD Negeri 6 Ubung.

Kata Kunci: Pengembangan, Video Animasi, *Open Ended Problem*, Matematika, Bangun Datar

**DEVELOPMENT OF AN OPEN-ENDED PROBLEM-BASED ANIMATION
VIDEO ON PLANE FIGURES IN MATHEMATICS
FIVE-GRADE STUDENTS OF STATE ELEMENTARY SCHOOL 6 UBUNG
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ABSTRACT

This study aims to (1) describe the design of an open-ended problem-based animation video, (2) determine the feasibility of an open-ended problem-based animation video, and (3) determine the effectiveness of an open-ended problem-based animation video on plane figures. This research is a developmental study using the ADDIE development model, which consists of five stages: analysis, design, development, implementation, and evaluation. The subjects of this developmental study were 27 fifth-grade elementary school students. Data collection methods used were interviews, observation, questionnaires, and essay tests. The data analysis techniques used are descriptive quantitative, qualitative, and inferential statistical analysis. The results of this development research are in the form of (1) the results of the design test of open-ended problem-based animated video media which are depicted by flowcharts and storyboards, (2) the feasibility of open-ended problem-based animated video media shown by the results of the subject content expert test of 94.64% (very good), instructional design expert test of 93.75% (very good), learning media expert test of 95% (very good), individual trials of 94.16% (very good), and small group trials of 93.33% (very good), and (3) the results of the effectiveness test of open-ended problem-based animated video media which are based on the results of the dependent sample t-test obtained a t_{count} value of 24.488 and a t_{table} based on a significance level of 5% with $dk - (n - 1) = 27 - 1 = 26$ of 2.056. The results indicate that $t_{\text{count}} > t_{\text{table}}$ ($24.488 > 2.056$), thus H_0 is rejected and H_1 is accepted. Therefore, it can be concluded that open-ended problem-based animated video media is feasible and effective for use in the mathematics content of fifth-grade students at SD Negeri 6 Ubung.

Keywords: *Development, Animated Video, Open-Ended Problem, Mathematics, Flat Shapes*