

ABSTRAK

PENGEMBANGAN VIDEO ANIMASI 3 DIMENSI TRADISI “NYEPEG SAMPI USABA KAULU” DI DESA ADAT ASAK KARANGASEM

Oleh

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ABSTRAK

Penelitian Pengembangan Video Animasi 3 Dimensi Tradisi “Nyepeg Sampi Usaba Kaulu” di Desa Adat Asak bertujuan untuk menjadi sarana media informasi tentang makna dalam Tradisi Nyepeg Sampi Usaba Kaulu berupa Video animasi 3 dimensi. menggunakan jenis penelitian Research and Development atau (R&D), penelitian ini bertujuan untuk mengembangkan produk baru atau menyempurnakan produk yang sudah ada. Proses ini mencakup penelitian dasar dan terapan, serta pengembangan yang berfokus pada inovasi, pembuatan prototipe, pengujian, dan penyempurnaan produk agar dapat diterapkan secara praktis. Metode penelitian yang digunakan adalah metode MDLC (Multimedia Development Live Cycle) dengan 6 tahapan yaitu Concept, Design, Material Collecting, Assembly dan Distribution. Dimana 6 tahapan MDLC ini memiliki keunggulan bisa dikerjakan secara parallel dengan catatan tahap Concept dan Design dikerjakan terlebih dahulu. Hasil uji validitas oleh ahli isi menunjukkan nilai 1.00 yang tergolong dalam kategori “Sangat Tinggi”. Sementara itu, uji validitas oleh ahli media menunjukkan nilai 0.90 pada fase pertama (kategori “Sangat Tinggi”). Dari hasil tersebut dapat disimpulkan bahwa produk yang dikembangkan memiliki tingkat kelayakan yang tinggi. Video Animasi 3 Dimensi ini diharapkan mampu menjadi media yang efektif dan menarik dalam menyampaikan informasi mengenai tradisi Nyepeg Sampi, serta memberikan kontribusi positif dalam pengenalan tradisi Nyepeg Sampi.

Kata Kunci: Video 3D, Tradisi, Multimedia Pembelajaran, Nyepeg Sampi, Pengembangan Media

ABSTRACT

DEVELOPMENT OF A 3-DIMENSIONAL ANIMATION VIDEO OF THE TRADITION "NYEPEG SAMPI USABA KAULU" IN THE TRADITIONAL VILLAGE OF ASAK KARANGASEM

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ABSTRACT

The research and development of a 3D animated video of the "Nyepeg Sampi Usaba Kaulu" tradition in the Asak Traditional Village aims to provide information about the meaning of the Nyepeg Sampi Usaba Kaulu tradition in the form of a 3D animated video. Using the Research and Development (R&D) method, This process includes basic and applied research, as well as development focused on innovation, prototyping, testing, and product refinement for practical application. The research method used is the Multimedia Development Live Cycle (MDLC) with six stages: Concept, Design, Material Collection, Assembly, and Distribution. These six MDLC stages have the advantage of being able to be carried out in parallel, provided the Concept and Design stages are completed first. The validity test results by content experts showed a score of 1.00, which is categorized as "Very High." Meanwhile, the validity test by media experts showed a score of 0.90 in the first phase (categorized as "Very High"). From these results, it can be concluded that the developed product has a high level of feasibility. This 3 Dimention animated video is expected to be an effective and interesting media in conveying information about Nyepeg Sampi Usaba Kaulu tradition, as well as making a positive contribution to the introduction of this Nyepeg Sampi Usaba Kaulu tradition.

Keywords: *3D Video, Tradition, Educational Multimedia, Nyepeg Sampi, Media Development*