

**PENGEMBANGAN VIDEO EDUKASI ANIMASI 3D
LIVESHOOT PERMAINAN OLAHRAGA HANDBALL
DI SMA NEGERI 3 SINGARAJA**

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ABSTRAK

Perkembangan olahraga di Indonesia saat ini semakin menarik untuk diikuti, olahraga yang dikenal sebagai aktivitas yang dilakukan oleh semua orang untuk mengembangkan potensi jasmani dan rohani. Penelitian Pengembangan Video Edukasi Animasi 3D Liveshoot Permainan Olahraga Handball di Sma Negeri 3 Singaraja. Penelitian ini bertujuan (1) Untuk mengembangkan video animasi 3D Liveshoot Permainan Olahraga Handball di SMA Negeri 3 Singaraja (2) Untuk mengetahui respon penonton terhadap video animasi 3D Liveshoot Permainan Olahraga Handball di SMA Negeri 3 Singaraja. Video animasi 3D Liveshoot Permainan Olahraga Handball di SMA Negeri 3 Singaraja menggunakan Metode Multimedia Development Life Cycle (MDLC).

Memiliki enam tahapan yaitu tahapan concept (pengonsepan), design (perancangan), material collecting (pengumpulan bahan), assembly (pembuatan), testing (pengujian), dan distribution (pendistribusian). Dengan dibuatnya video

animasi 3D Liveshoot Permainan Olahraga Handball di SMA Negeri 3 Singaraja siswa atau siswi dapat mengetahui teknik – teknik dasar yang ada di Permainan Olahraga Handball. Pengujian telah dilakukan oleh pengujian uji ahli isi yang mendapatkan hasil persentase 100%, pengujian uji ahli media mendapatkan hasil persentase 100%, dan pengujian respon pengguna yang dilakukan kepada 40 responden di SMA Negeri 3 Singaraja sebesar 31% dengan kualifikasi hasil pengujian sangat baik.

Kata Kunci : 3D Liveshoot, Handball, Olahraga



**DEVELOPMENT OF 3D ANIMATION EDUCATIONAL
VIDEO LIVESHOOT OF HANDBALL SPORTS GAMES
IN STATE SENIOR HIGH SCHOOL 3 SINGARAJA**

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ABSTRACT

The development of sports in Indonesia is currently increasingly interesting to follow, sports known as activities carried out by everyone to develop physical and spiritual potential in it have an energy that can improve sports development. Research on the Development of 3D Animation Educational Videos Liveshoot Handball Sports Games at Sma Negeri 3 Singaraja. This study aims (1) To develop a 3D animation video Liveshoot Handball Sports Games at Sma Negeri 3 Singaraja (2) To determine the audience's response to the 3D animation video Liveshoot Handball Sports Games at Sma Negeri 3 Singaraja

3D Liveshoot animation video of Handball Sports Game at SMA Negeri 3 Singaraja using Multimedia Development Life Cycle (MDLC) Method. Has six stages, namely concept, design, material collecting, assembly, testing, and distribution. By making a 3D Liveshoot animation video of Handball Sports Game at SMA Negeri 3 Singaraja, students can learn the basic techniques in Handball

Sports Game. Testing has been carried out by content expert testing which got a percentage result of 100%, media expert testing got a percentage result of 100%, and user response testing conducted on 40 respondents at SMA Negeri 3 Singaraja was 31% with very good test result qualifications.

Keywords — 3D Liveshoot, Handball, Olahraga

