

PENGEMBANGAN VIDEO ANIMASI UNTUK MENINGKATKAN KEMAMPUAN BERPIKIR KREATIF PADA MATERI PERKEMBANGBIAKAN TUMBUHAN KELAS IV SEKOLAH DASAR

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran video animasi materi perkembangbiakan tumbuhan siswa kelas V Sekolah Dasar yang berfokus pada rancang bangun, validitas, kepraktisan, dan efektivitas media yang dikembangkan. Jenis penelitian ini adalah penelitian pengembangan dengan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan yaitu kuesioner dan tes. Instrumen yang digunakan adalah lembar kuesioner dan tes esai. Keefektifan video animasi diukur menggunakan desain *one group pretest – posttest*. Hasil penelitian menunjukkan bahwa: (1) rancang bangun media video animasi sudah baik dan sistematis dengan melewati tahapan analisis, desain, pengembangan, implementasi dan evaluasi; (2) media video animasi yang dikembangkan memperoleh skor sebesar 95% dari ahli materi dan 96,19% dari ahli media, yang tergolong dalam kualifikasi sangat valid; (3) kepraktisan video animasi berdasarkan hasil uji coba perorangan sebesar 90,95% dan uji kelompok kecil sebesar 92,10%, keduanya termasuk dalam kategori sangat praktis; (4) nilai signifikan (*2-tailed*) pada uji *Paired Sample T-Test* memperoleh skor sebesar $0,000 < 0,05$, sehingga media video animasi ini valid, praktis, dan efektif digunakan dalam pembelajaran untuk meningkatkan kemampuan berpikir kreatif peserta didik kelas IV, khususnya pada materi perkembangbiakan tumbuhan di Sekolah Dasar.

Kata Kunci: video animasi, berpikir kreatif, perkembangbiakan tumbuhan, ADDIE.

DEVELOPMENT OF ANIMATED VIDEOS TO IMPROVE CREATIVE THINKING ABILITIES ON PLANT REPRODUCTION MATERIAL FOR GRADE IV ELEMENTARY SCHOOL

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ABSTRACT

This study aims to develop animated video learning media for plant propagation material for fifth grade elementary school students focusing on the design, validity, practicality, and effectiveness of the developed media. This type of research is development research with the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. The data collection methods used are questionnaires and tests. The instruments used are questionnaire sheets and essay tests. The effectiveness of animated videos is measured using a one group pretest - posttest design. The results of the study indicate that: (1) the design of animated video media is good and systematic by going through the stages of analysis, design, development, implementation and evaluation; (2) the developed animated video media obtained a score of 95% from material experts and 96.19% from media experts, which is classified as very valid; (3) the practicality of animated videos based on the results of individual trials of 90.95% and small group trials of 92.10%, both of which are included in the very practical category; (4) The significant value (2-tailed) in the Paired Sample T-Test obtained a score of $0.000 < 0.05$, so that this animated video media is valid, practical, and effective for use in learning to improve the creative thinking skills of fourth grade students, especially in the material on plant reproduction in Elementary School.

Keywords: *animated video, creative thinking, plant propagation, ADDIE.*