

**PENGEMBANGAN MEDIA VIDEO ANIMASI INTERAKTIF  
BERORIENTASI BUDAYA LOKAL BALI “TARI PENDET” PADA  
MATERI SISTEM GERAK UNTUK SISWA KELAS XI**

**Oleh**

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**ABSTRAK**

Penelitian ini bertujuan menghasilkan media video animasi interaktif berorientasi budaya lokal Bali “Tari Pendet” yang diintegrasikan dengan *Edpuzzle* pada materi sistem gerak. Pengembangan menggunakan model ADDIE yang meliputi tahap *analysis*, *design*, *development*, *implementation*, dan *evaluation*. Tahap *analysis* dilakukan melalui wawancara guru, angket siswa, dan kajian kurikulum untuk mengidentifikasi masalah pembelajaran, karakteristik siswa, serta relevansi budaya lokal. Pada tahap *design* dirumuskan tujuan pembelajaran, strategi berbasis video animasi interaktif, dan spesifikasi prototipe. Selanjutnya, tahap *development* menghasilkan *storyboard* final dan prototipe awal yang mengintegrasikan gerakan *Tari Pendet* sebagai representasi mekanisme kerja otot dan jenis sendi. Produk divalidasi oleh ahli materi dan media dengan hasil sangat valid, yaitu 91,11% dan 95,53%. *Implementation* dilakukan melalui uji coba terbatas melibatkan 3 siswa (perorangan), 9 siswa (kelompok kecil), dan 3 guru untuk menilai kemudahan penggunaan. Hasil uji coba menunjukkan tingkat kemudahan penggunaan 87,27% (perorangan), 92,93% (kelompok kecil), dan 96,11% (guru), dengan rerata berbobot 92,43% (sangat praktis). Evaluasi formatif dilaksanakan sejak tahap *design* hingga *implementation*, menekankan masukan ahli, guru, dan siswa untuk memperbaiki isi, tampilan, dan interaktivitas media. Dengan demikian, video animasi interaktif berbasis Tari Pendet dinyatakan sesuai dengan hasil *analysis* dan *design*, terbukti sangat valid pada tahap *development*, praktis pada tahap *implementation*, serta semakin relevan dengan kebutuhan pembelajaran melalui evaluasi formatif yang dilakukan sejak tahap analisis hingga implementasi dengan revisi pada setiap tahap.

**Kata kunci:** ADDIE, budaya lokal, sistem gerak, Tari Pendet, video animasi interaktif

**DEVELOPMENT OF INTERACTIVE ANIMATED VIDEO MEDIA  
ORIENTED TOWARDS LOCAL BALI CULTURE “PENDET DANCE” ON  
THE MATERIAL OF THE MOTION SYSTEM FOR GRADE XI STUDENTS**

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**ABSTRACT**

*This study aims to produce interactive animated video media oriented towards the local culture of Bali's “Pendet dance”, integrated with Edpuzzle in the movement system material. The development uses the ADDIE model, which includes the stages of analysis, design, development, implementation, and evaluation. The analysis stage was carried out through teacher interviews, student questionnaires, and curriculum studies to identify learning problems, student characteristics, and the relevance of local culture. In the design stage, learning objectives, interactive animated video-based strategies, and prototype specifications were formulated. Next, the development stage produced a final storyboard and initial prototype that integrated Pendet Dance movements as a representation of muscle mechanisms and joint types. The product was validated by subject matter and media experts with highly valid results, namely 91.11% and 95.53%. Implementation was carried out through limited trials involving 3 students (individual), 9 students (small group), and 3 teachers to assess ease of use. The trial results showed a level of ease of use of 87.27% (individual), 92.93% (small group), and 96.11% (teacher), with a weighted average of 92.43% (very practical). Formative evaluation was conducted from the design stage to implementation, emphasizing input from experts, teachers, and students to improve the content, appearance, and interactivity of the media. Thus, the interactive animation video based on the Pendet Dance is declared to be in accordance with the analysis and design results, proven to be highly valid at the development stage, practical at the implementation stage, and increasingly relevant to learning needs through formative evaluation conducted from the analysis stage to implementation with revisions at each stage.*

**Keywords:** *ADDIE, Interactive animated video, Local culture, Movement system, Pendet Dance*