

**PENGEMBANGAN VIDEO ANIMASI BERBASIS *DESIGN THINKING*
UNTUK MENINGKATKAN HASIL BELAJAR PADA MATA
PELAJARAN IPAS KELAS IV SEKOLAH DASAR**

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ABSTRAK

Rendahnya hasil belajar siswa kelas IV SD pada materi daerahku dan kekayaan alamnya diakibatkan pembelajaran monoton berdampak pada keterlibatan dan pemahaman konsep abstrak, sehingga diperlukan media inovatif yang merangsang minat siswa belajar sehingga hasil belajar siswa bisa meningkat. Penelitian ini bertujuan untuk mengembangkan media video animasi berbasis *design thinking* pada materi daerahku dan kekayaan alamnya untuk meningkatkan hasil belajar siswa pada aspek kognitif di kelas iv sekolah dasar. Penelitian ini menggunakan model pendekatan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*) yang digunakan sebagai panduan sistematis untuk menindaklanjuti suatu permasalahan yang ada terutama pada hasil belajar siswa sekolah dasar, yang disesuaikan dengan kebutuhannya dan keadaan siswa. Subjek penelitian adalah siswa kelas IV sekolah dasar. Data dikumpulkan melalui angket validitas/kepraktisan, tes objektif, dan wawancara, dianalisis dengan presentase, konversi skala, dan paired sample t-test. Hasil penilaian ahli media dan materi sebesar (5,00 dan 4,95), praktis (guru 94%, siswa 92%). Sedangkan nilai signifikansi (2-tailed) pada uji-t satu sampel memperoleh skor 0,000 sehingga pengembangan Video Animasi Berbasis *Design Thinking* pada Materi Daerahku dan Kekayaan Alamnya dapat dikatakan efektif untuk meningkatkan hasil belajar siswa kelas IV SD.

Kata Kunci: Video animasi, Hasil Belajar, Daerahku dan Kekayaan Alamnya, Model ADDIE

***DEVELOPMENT OF DESIGN THINKING-BASED ANIMATION VIDEOS
TO IMPROVE LEARNING OUTCOMES IN IPAS CLASS IV ELEMENTARY
SCHOOL SUBJECTS***

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ABSTRACT

The low learning outcomes of grade IV elementary school students in the materials of my region and its natural resources due to monotonous learning have an impact on the involvement and understanding of abstract concepts, so innovative media are needed that stimulate students' interest in learning so that student learning outcomes can increase. This research aims to develop design thinking-based animation video media on regional materials and their natural resources to improve student learning outcomes on cognitive aspects in grade iv of elementary school. This study uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) approach model which is used as a systematic guide to follow up on an existing problem, especially in the learning outcomes of elementary school students, which is adjusted to the needs and circumstances of students. The subject of the study was grade IV elementary school students. Data were collected through validity/practicality questionnaires, objective tests, and interviews, analyzed by percentage, scale conversion, and paired sample t-test. The results of the assessment of media and material experts were (5.00 and 4.95), practical (teachers 94%, students 92%). Meanwhile, the significance value (2-tailed) in the t-test of one sample obtained a score of 0.000 so that the development of Animation Videos Based on Design Thinking on My Regional Materials and Natural Resources can be said to be effective in improving the learning outcomes of grade IV elementary school students.

Keywords: *Animated Video, Learning Outcomes, My Area and Its Natural Resources, ADDIE Model*