

PENGEMBANGAN VIDEO PEMBELAJARAN ANIMASI 2 DIMENSI MATA PELAJARAN AGAMA HINDU MATERI MANIFESTASI DEWA

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ABSTRAK

Penelitian ini dilatarbelakangi oleh kurang optimalnya penggunaan media pembelajaran pada mata pelajaran Agama Hindu, khususnya materi Manifestasi Dewa, sehingga siswa mengalami kesulitan dalam memahami materi yang bersifat abstrak. Penelitian ini bertujuan untuk (1) mengembangkan video pembelajaran animasi 2 dimensi pada mata pelajaran Agama Hindu materi Manifestasi Dewa untuk siswa kelas III SD Negeri 1 Penyabangan dan (2) mengetahui respon pengguna terhadap media yang dikembangkan. Jenis penelitian ini adalah penelitian pengembangan (Research and Development) dengan menggunakan model ADDIE yang terdiri atas lima tahapan, yaitu Analysis, Design, Development, Implementation, dan Evaluation. Subjek penelitian meliputi dua orang ahli media, dua orang guru mata pelajaran Agama Hindu, dan siswa kelas III SD Negeri 1 Penyabangan. Metode pengumpulan data menggunakan observasi, wawancara, angket, dan dokumentasi. Data dianalisis menggunakan analisis deskriptif kuantitatif dan deskriptif kualitatif. Hasil penelitian menunjukkan bahwa video pembelajaran animasi 2 dimensi memperoleh persentase validasi ahli isi sebesar 95,83% dengan kategori Sangat Baik, validasi ahli media sebesar 96,43% dengan kategori Sangat Baik, serta respon pengguna sebesar 86,6% dengan kategori Sangat Baik. Berdasarkan hasil tersebut, dapat disimpulkan bahwa video pembelajaran animasi 2 dimensi pada mata pelajaran Agama Hindu materi Manifestasi Dewa layak digunakan sebagai media pembelajaran untuk membantu meningkatkan kualitas proses pembelajaran di sekolah dasar.

Kata Kunci: Video Pembelajaran, Animasi 2 Dimensi, Manifestasi Dewa

**DEVELOPMENT OF 2D ANIMATED INSTRUCTIONAL VIDEO FOR
HINDU RELIGIOUS EDUCATION ON THE TOPIC OF THE
MANIFESTATIONS OF GOD**

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ABSTRACT

This study was motivated by the limited use of instructional media in Hindu Religious Education, particularly on the topic of the Manifestations of God (Manifestasi Dewa), which caused students to experience difficulties in understanding abstract concepts. This study aimed to (1) develop a two-dimensional animated instructional video for the Hindu Religious Education subject on the topic of the Manifestations of God for third-grade students at SD Negeri 1 Penyabangan and (2) determine users' responses to the developed media. This research employed a Research and Development (R&D) approach using the ADDIE model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The research subjects included two media expert, two Hindu Religious Education teacher, and third-grade students of SD Negeri 1 Penyabangan. Data were collected through observation, interviews, questionnaires, and documentation, and were analyzed using descriptive quantitative and descriptive qualitative techniques. The results showed that the developed two-dimensional animated instructional video obtained a content expert validation score of 95.83% (Very Good category), a media expert validation score of 96.43% (Very Good category), and a user response score of 86.6% (Very Good category). Based on these findings, it can be concluded that the developed two-dimensional animated instructional video is feasible for use as a learning medium to support the teaching and learning process in Hindu Religious Education at the elementary school level.

Key Wordi: *Instructional Video, 2D Animation, Manifestations Of God.*