

**PENGEMBANGAN MEDIA ANIMASI INTERAKTIF BERBASIS SOAL
HOTS UNTUK MENINGKATKAN PEMAHAMAN KONSEP IPAS
PESERTA DIDIK KELAS IV SD**

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media animasi interaktif berbasis soal (HOTS) untuk meningkatkan pemahaman konsep IPAS peserta didik kelas IV sekolah dasar serta mengetahui tingkat validitas, kepraktisan, dan efektivitas media yang dikembangkan. Penelitian ini menggunakan metode Research and Development (R&D) dengan model ADDIE yang terdiri atas tahap *Analysis*, *Design*, *Development*, *Implementation*, dan *Evaluation*. Subjek penelitian terdiri atas ahli materi, ahli media, praktisi, serta peserta didik kelas IV SD Negeri 3 Batur dengan jumlah 27 peserta didik pada tahap uji efektivitas. Teknik pengumpulan data menggunakan angket dan tes. Hasil penelitian menunjukkan bahwa media memperoleh tingkat validitas sangat tinggi dengan persentase ahli materi sebesar 96% dan ahli media sebesar 94%. Tingkat kepraktisan media juga menunjukkan kategori sangat layak dengan persentase respons guru sebesar 95%, uji perorangan sebesar 93% dan uji kelompok kecil sebesar 91%. Hasil efektivitas menunjukkan adanya peningkatan rata-rata nilai peserta didik dari 66,11 pada *pretest* menjadi 89,07 pada *posttest* dengan nilai signifikansi 0,000 ($<0,05$). Dengan demikian, media animasi interaktif berbasis soal HOTS dinyatakan valid, praktis, dan efektif untuk meningkatkan pemahaman konsep IPAS peserta didik kelas IV.

Kata Kunci: Animasi Interaktif, HOTS, Pemahaman Konsep, IPAS, Sekolah Dasar

**DEVELOPMENT OF AN INTERACTIVE ANIMATION-BASED
LEARNING MEDIA INCORPORATING HOTS QUESTIONS TO
IMPROVE FOURTH-GRADE ELEMENTARY SCHOOL STUDENTS'
CONCEPTUAL UNDERSTANDING IN SCIENCE AND SOCIAL
STUDIES (IPAS)**

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ABSTRACT

This study aimed to develop interactive animation media based on Higher Order Thinking Skills (HOTS) questions to improve fourth-grade elementary students' understanding of IPAS concepts and determine the validity, practicality, and effectiveness of the developed media. This study employed a Research and Development (R&D) method using the ADDIE model, consisting of Analysis, Design, Development, Implementation, and Evaluation stages. The research subjects included material experts, media experts, practitioners, and fourth-grade students of SD Negeri 3 Batur, involving 27 students in the effectiveness testing stage. Data were collected through questionnaires and tests. The results showed that the developed media achieved a very high validity level, with scores of 96% from material experts and 94% from media experts. The practicality results were also categorized as very practical, with teacher responses reaching 95%, individual testing 93%, and small-group testing 91%. The effectiveness test showed an increase in students' average scores from 66.11 on the pretest to 89.07 on the posttest with a significance value of 0.000 (<0.05). Therefore, the developed media was considered valid, practical, and effective to improve the understanding of IPAS concepts for grade IV students.

Keywords: Interactive Animation, HOTS, Concept Understanding, IPAS, Elementary School