

PENGEMBANGAN MEDIA ANIMASI UNTUK MENINGKATKAN PEMAHAMAN KONSEP PELUANG SISWA SMP KELAS VIII

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ABSTRAK

Penelitian ini bertujuan untuk membuat rancang bangun dan prototype media animasi yang dapat digunakan untuk meningkatkan pemahaman konsep peluang siswa SMP kelas VIII. Rancang bangun media animasi dibangun melalui penelitian pengembangan menggunakan model ADDIE yang dimodifikasi. Tiga dari 5 tahap pengembangan model ADDIE digunakan dalam penelitian ini, meliputi tahap analisis, desain dan pengembangan, serta implementasi terbatas. Tahap evaluasi hanya dilakukan secara formatif mengingat kondisi pandemi yang tidak memungkinkan. Data evaluasi materi dan media dikumpulkan dengan instrumen evaluasi yang diisi oleh ahli materi dan ahli media, dan data pemahaman konsep peluang dikumpulkan dengan angket yang diberikan kepada siswa setelah mencoba media yang dikembangkan. Evaluasi materi dilakukan oleh guru dan dosen matematika, evaluasi desain oleh dosen teknologi pendidikan, dan evaluasi terbatas oleh beberapa guru dan siswa SMP Negeri 1 sebagai responden dalam implementasi terbatas. Data dianalisis secara deskriptif. Hasil penelitian berupa rancang bangun media animasi dengan karakteristik menggunakan penggabungan antara unsur teks, gambar, dan audio menjadi satu kesatuan dalam penyajian berbentuk animasi sehingga mengakomodasi semua tipe belajar dari peserta didik. Hasil evaluasi media menunjukkan bahwa media animasi yang dikembangkan mempunyai kelayakan materi yang tergolong sangat layak dengan skor rata-rata sebesar 4,75 (skor maksimal 5,00); mempunyai kelayakan media yang tergolong sangat layak dengan skor rata-rata 4,25 (skor maksimal 5,00) yang tergolong sangat layak; efisiensi media tergolong sangat tinggi dengan rata-rata skor masing-masing 4,41 (skor maksimal 5,00) berdasarkan respon siswa dan 4,2 (skor maksimal 5,00) berdasarkan respon guru; dan persentase pemahaman konsep peluang siswa sebesar 60% baik, 30% cukup, dan 10% kurang.

Kata kunci: ADDIE, *macromedia flash*, media pembelajaran, usability, peluang.

ABSTRACT

This study aims to create a design and prototype of animation media that can be used to improve students understanding concept of probability for eighth grade junior high school. The design of animation media was built through development research using a modified ADDIE developmental model. Four out of the 5 phases of the model were used in this study, including the phases of analysis, design, development, and evaluation. The implementation phase was not carried out because of the pandemic conditions. Data on material and media evaluation were collected with evaluation instruments and filled in by two experts—material experts and media experts. Meanwhile, data on students understanding concept of probability was collected with a questionnaire given to students after the media was evaluated by the experts. The media evaluation was carried out by a first grade mathematics middle school teacher of SMP Negeri 1 Busungbiu and a mathematics education lecturer of Ganesha University of Education as a material expert, by an educational technology lecturer of Ganesha University of Education as a media expert, and by several mathematics teachers and students of SMP Negeri 1 Busungbiu as respondents in the evaluation phase. The collected data were analyzed descriptively. The results of the research are as follows. The developed animation media on probability has complete features which consist of text, image, and audio that incorporated into a single unit presentation video to accommodate all types of students learning style. The results of the media evaluation showed that it has material eligibility score of 4.75 out of the maximum score of 5.00 which classified as very eligible, media validity score of 4.25 out of the maximum score of 5.00 which is classified as very feasible; media efficiency score of 4.41 based on student responses and 4.20 based on teacher responses both score out of the maximum score of 5 and classified as very high. In addition, the percentage of students understanding of probability concept after using the media are classified as good, moderate, and poor which are 60%, 30%, and 10%, respectively.

Keyword: ADDIE, macromedia flash, learning media, usability, probability.