

PENGEMBANGAN VIDEO ANIMASI BERMUATAN PELAJARAN IPA KELAS IV SDN 17 DAUH PURI

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ABSTRAK

Penelitian pengembangan ini dilaksanakan berdasarkan hasil analisis kebutuhan media pembelajaran di Sekolah Dasar. Oleh karena itu penelitian ini bertujuan untuk (1) mendeskripsikan proses rancang bangun dari video animasi pada bermuatan pelajaran IPA (2) mengetahui hasil validasi video animasi menurut hasil review para ahli dan uji coba perorangan. Pengembangan video animasi ini menggunakan model penelitian ADDIE yang terdiri dari lima tahap yaitu Analisis (Analyze), Desain (Design), Pengembangan (Development), Implementasi (Implementation), dan Evaluasi (Evaluation). Pengumpulan data yang digunakan pada penelitian ini adalah metode kuisisioner. Analisis data digunakan metode analisis deskriptif kuantitatif. Hasil analisis data diperoleh sebagai berikut (a) uji ahli isi dengan skor 95 dengan kualifikasi sangat baik, (b) uji ahli desain pembelajaran dengan skor 95 dengan kualifikasi sangat baik, (c) hasil uji ahli media pembelajaran dengan skor 92,5 dengan kualifikasi sangat baik dan (d) hasil uji coba perorangan dengan skor 95 dengan kualifikasi sangat baik. Berdasarkan hasil analisis data uji produk oleh para ahli (ahli isi muatan pelajaran, ahli desain pembelajaran, ahli media pembelajaran) dan hasil uji subjek pengguna (siswa) disimpulkan bahwa video animasi hasil penelitian ini adalah layak digunakan dalam pembelajaran muatan IPA di kelas IV SDN 17 Dauh Puri.

Kata kunci: Video Animasi, Model Pengembangan, IPA

Abstract

This development research was motivated by the problem of the lack of use of instructional media, especially in online learning, so that it does not attract students' attention which has a direct impact on students' interest and understanding, especially in science subject content. The purpose of this study was to develop an animated video on science subject content. This study's subjects were subject matter content experts, instructional design experts, instructional media experts, and fourth-grade elementary school students. This development of animated videos used the ADDIE research model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The data collection used in this study is a questionnaire method. Data analysis used a quantitative descriptive analysis method. The results of data analysis were obtained as follows (a) content expert test with a score of 95 with very good qualifications, (b) expert test of learning design with a score of 95 with very good qualifications, (c) test results for the instructional media expert with a score of 92.5 with qualifications very good and (d) the results of individual trials with a score of 95 with very good qualifications involving three students. Based on the results of the analysis of product test data by experts (subject content experts, learning design experts, instructional media experts) and the user subject test results (students), it showed that the results of animated video of this study are suitable for use in science learning content in grade IV primary school.

Keywords: Video Animation, Development Model, Science

