

**PENGEMBANGAN MEDIA VIDEO ANIMASI BERBASIS *PROJECT*
DALAM MUATAN MATERI KENAMPAKAN ALAM MATA
PELAJARAN IPS KELAS IV SD NEGERI 4 PENATIH**

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ABSTRAK

Penelitian ini bertujuan untuk (1) Mendeskripsikan rancang bangun media video animasi berbasis *project* dalam muatan materi kenampakan alam mata pelajaran IPS (2) Menguji kelayakan media video animasi berbasis *project* dalam muatan materi kenampakan alam mata pelajaran IPS menurut para ahli dan uji coba produk. Subjek penelitian yaitu: 1 ahli mata pelajaran, 1 ahli desain pembelajaran, 1 ahli media pembelajaran, 3 siswa untuk uji coba perorangan. Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Data yang diperoleh berupa data kuantitatif dan kualitatif. Metode pengumpulan data dilakukan dengan observasi, wawancara, pencatatan dokumen, dan kuesioner/angket. Teknik analisis data yang digunakan adalah teknik analisis deskriptif kualitatif, dan deskriptif kuantitatif. Hasil penelitian (1) Rancang bangun media video animasi berbasis *project* dalam muatan materi kenampakan alam mata pelajaran IPS menggunakan model pengembangan ADDIE. (2) Media video animasi berbasis *project* dalam muatan materi kenampakan alam mata pelajaran IPS dikatakan valid dengan: (a) *review* ahli isi mata pelajaran menunjukkan media video animasi sangat baik dengan persentase (95%), (b) *review* ahli desain pembelajaran media video animasi berbasis *project* termasuk dalam kriteria baik dengan persentase (76,92%). (c) hasil *review* ahli media video animasi berbasis *project* termasuk dalam kriteria baik dengan persentase (84,37%) dan (d) hasil uji perorangan media video animasi masuk dalam kriteria baik dengan persentase (83,33%) sehingga layak digunakan dalam pembelajaran IPS siswa kelas IV SD Negeri 4 Penatih.

Kata Kunci: video animasi, berbasis *project*, IPS.

ABSTRACT

This study aims to (1) describe the design of project-based animated video media in the content of natural appearance material for social studies subjects (2) test the feasibility of project-based animation video media in the content of natural appearance material for social studies subjects according to experts and product trials. The research subjects are: 1 subject expert, 1 learning design expert, 1 learning media expert, 3 students for individual trials. This research is a development research that uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data obtained in the form of quantitative and qualitative data. The method of data collection was carried out by observation, interviews, document recording, and questionnaires/questionnaires. The data analysis technique used was descriptive qualitative analysis technique, and descriptive quantitative analysis. The results of the study (1) Design project-based animated video media in the content of natural appearance material for social studies subjects using the ADDIE development model. (2) Project-based animation video media in the content of natural appearance material for social studies subjects is said to be valid with: (a) expert review The content of the subjects shows that the animated video media is very good with a percentage (95%), (b) an expert review of project-based animation video design learning design is included in the good criteria with a percentage (76.92%). (c) the results of the expert review of project-based animation video media are included in good criteria with a percentage (84.37%) and (d) the results of the individual test of animated video media are included in good criteria with a percentage (83.33%) so that they are suitable for use in learning IPS grade IV students of SD Negeri 4 Penatih.

Keywords: animated video, project-based, IPS.

