

Iksan Dwi Rahmawan. 2025. *Pengembangan Media Pembelajaran Berbasis Video Animasi 3D Menggunakan Metode Pose To Pose Pada Materi Topologi Jaringan* Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Puji Rahayu Ningsih, S.Pd., M.Pd.

ABSTRAK

Materi topologi jaringan komputer dalam pembelajaran Informatika bersifat abstrak dan teknis sehingga sulit dipahami siswa hanya melalui media konvensional seperti buku teks dan powerpoint. Oleh sebab itu, diperlukan media pembelajaran yang lebih konkret agar siswa lebih mudah memahami jenis dan karakteristik topologi jaringan. Penelitian ini bertujuan untuk mengembangkan media pembelajaran video animasi 3D berbasis Android menggunakan metode *pose to pose* pada materi topologi jaringan komputer kelas XI. Penelitian ini menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, dan Evaluation*). Instrumen pengumpulan data meliputi lembar validasi ahli media dan ahli materi, serta angket respons siswa untuk mengetahui kelayakan dan kepraktisan media. Media pembelajaran dikembangkan menggunakan perangkat lunak Blender, Unity, dan CapCut. Analisis hasil penelitian menunjukkan bahwa media pembelajaran mendapat skor 89,5% dari ahli media dan 97,5% dari ahli materi, sehingga dikategorikan sangat layak. Selain itu, uji kepraktisan menunjukkan skor 92,22% pada uji perorangan, 90,37% pada uji kelompok kecil, dan 91% pada uji kelompok besar, yang berarti media pembelajaran tergolong sangat praktis untuk digunakan. Berdasarkan kategori tersebut, media pembelajaran video animasi 3D berbasis Android dengan metode *pose to pose* efektif dalam memvisualisasikan konsep topologi jaringan komputer dan memiliki tingkat kelayakan serta kepraktisan yang sangat baik untuk membantu siswa dan guru dalam pelaksanaan kegiatan pembelajaran di MA NU Mojosari Nganjuk.

Kata Kunci: Media pembelajaran, animasi 3D, *pose to pose*, topologi jaringan komputer.

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ABSTRACT

The material on computer network topology in Informatics learning is abstract and technical so that it is difficult for students to understand only through conventional media such as textbooks and powerpoint. Therefore, more concrete learning media are needed so that students can more easily understand the types and characteristics of network topology. This study aims to develop Android-based 3D animation video learning media using the pose to pose method on computer network topology material for grade XI. This study uses the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) development model. Data collection instruments include validation sheets from media experts and material experts, as well as student response questionnaires to determine the feasibility and practicality of the media. The learning media was developed using Blender, Unity, and CapCut software. Analysis of the research results shows that the learning media received a score of 89.5% from media experts and 97.5% from material experts, so it is categorized as very feasible. In addition, the practicality test showed a score of 92.22% in the individual test, 90.37% in the small group test, and 91% in the large group test, which means that the learning media is classified as very practical to use. Based on these categories, Android-based 3D animation video learning media with the pose to pose method is effective in visualizing the concept of computer network topology and has a very good level of feasibility and practicality to help students and teachers in implementing learning activities at MA NU Mojokari Nganjuk.

Keywords: *Learning media, 3D animation, pose to pose, computer network topology.*