

Shofi Yulloh Somat, 2025. *Pengembangan Media Pembelajaran Berbasis Video Animasi Pada Materi Makhluk Hidup Dan Lingkungannya*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing Luluk Mauli Diana, S.SI., M. Pd.

ABSTRAK

Mata pelajaran IPAS yang sulit dan kurangnya media pembelajaran yang mendukung membuat peserta didik merasa bosan yang menyebabkan rendahnya minat dan pemahaman siswa, terutama pada materi makhluk hidup dan lingkungannya. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa video animasi yang memenuhi aspek kevalidan, respon positif peserta didik di SMKN 10 Surabaya. Model penelitian yang digunakan yaitu pengembangan (R&D) model ADDIE Analysis (Analisis), Design (Desain), Development (Pengembangan), Implementation (Implementasi), Evaluation (Evaluasi). Instrumen yang digunakan dalam penelitian ini meliputi lembar validasi ahli materi, lembar validasi ahli media, lembar angket respon peserta didik. Penelitian ini menghasilkan video animasi dengan penilaian dari ahli materi satu sebesar 86% dengan kategori sangat layak lalu ahli materi dua sebesar 85% dengan katagori sangat layak, dan penilaian dari ahli media sebesar 91% dengan kategori sangat layak lalu ahli media dua sebesar 94% dengan katagori sangat layak. Respon peserta didik terhadap video animasi sangat positif, dengan ujicoba perorangan mencapai 86%, ujicoba kelompok kecil sebesar 85%, ujicoba kelompok besar mencapai 84%, semuanya memenuhi kriteria sangat layak.

Kata kunci: media pembelajaran, video animasi, makhluk hidup dan lingkungannya, ADDIE.

Shofi Yulloh Somat. 2025. *Development of Animated Video-Based Learning Media on the Material of Living Things and Their Environment*. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University, Madura. Supervisor: Luluk Mauli Diana, S.SI., M. Pd.

ABSTRACT

The difficult science subjects and the lack of supporting learning media make students feel bored, which causes low interest and understanding of students, especially in the material of living things and their environment. This study aims to develop learning media in the form of animated videos that meet the validity aspects, positive responses of students at SMKN 10 Surabaya. The research model used is the development (R & D) ADDIE Analysis, Design, Development, Implementation, Evaluation model. The instruments used in this study include material expert validation sheets, media expert validation sheets, student response questionnaire sheets. This study produced animated videos with an assessment from material expert one of 86% with a very feasible category, then material expert two of 85% with a very feasible category, and an assessment from media experts of 91% with a very feasible category, then media expert two of 94% with a very feasible category. The students' response to the animated video was very positive, with individual trials reaching 86%, small group trials reaching 85%, and large group trials reaching 84%, all meeting the criteria of being very suitable.

Keywords: learning media, animated videos, living things and their environment, ADDIE