

ABSTRAK

Eka Ellya Wahyuningsih, 2023. *Pengembangan Media Animasi Berbasis Android “Ayo Sholat” untuk Menstimulasi Kemampuan Belajar Sholat Anak*. Skripsi, Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Jurusan Ilmu Pendidikan, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Muhammad Busyro Karim S.Ag., M.Si.

Abstrak

Penelitian ini bertujuan untuk mengembangkan media animasi berbasis *android* “Ayo Sholat” yang layak untuk digunakan dalam menstimulasi kemampuan belajar sholat pada anak. Penelitian ini menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation and Evaluation*). Penelitian dan pengembangan ini dilakukan 3 tahapan uji coba yaitu uji coba perorangan, uji coba kelompok kecil, dan uji coba kelompok besar. Subjek penelitian dan pengembangan yaitu anak usia 5-6 tahun dengan jumlah keseluruhan 33 peserta didik, 3 peserta didik TK Handayani untuk uji coba perorangan, 9 peserta didik TK Handayani untuk uji coba kelompok kecil, dan 21 peserta didik TK Budi Luhur untuk uji coba kelompok besar. Teknik pengumpulan data menggunakan angket (angket ahli materi, angket ahli media, angket respon peserta didik, dan dokumentasi. Hasil penelitian dan pengembangan menunjukkan bahwa nilai yang diperoleh media animasi berbasis *android* “Ayo Sholat” dari uji coba ahli materi sebesar 90% berada pada kualifikasi “Sangat Tinggi” atau “Sangat layak, tidak perlu revisi”, uji coba ahli media sebesar 93,75% berada pada kualifikasi “Sangat Tinggi” atau “Sangat Layak, tidak perlu revisi”, uji coba perorangan sebesar 82,42% berada pada kualifikasi “Tinggi” atau “Layak, tidak perlu revisi”, uji coba kelompok kecil sebesar 83,63% berada pada kualifikasi “Tinggi” atau “Layak, tidak perlu revisi”, uji coba kelompok besar sebesar 90,82% berada pada kualifikasi “Sangat Tinggi” atau “Sangat Layak, tidak perlu revisi”. Berdasarkan hasil penelitian dan pengembangan yang telah dilakukan dapat disimpulkan bahwa media animasi berbasis *android* “Ayo Sholat” layak untuk digunakan dalam menstimulasi kemampuan belajar sholat pada anak.

Kata Kunci: Media Pembelajaran, Kemampuan Belajar, Sholat

ABSTRACT

Eka Ellya Wahyuningsih, 2023. Development of Android-Based "Ayo Sholat" Animated Media to Stimulate Children's Prayer Learning Ability. Thesis, Early Childhood Education Teacher Education Study Program, Department of Education, Faculty of Education, Universitas Trunojoyo Madura. Supervisor: Muhammad Busyro Karim S.Ag., M.Si.

Abstract

This study aims to develop an android-based "Ayo Sholat" animation media that is feasible to use in stimulating the ability to learn to pray in children. This research uses the ADDIE development model (Analysis, Design, Development, Implementation and Evaluation). This research and development was carried out in 3 stages of trials, namely individual trials, small group trials, and large group trials. The subjects of research and development were children aged 5-6 years with a total of 33 students, 3 Handayani Kindergarten students for individual trials, 9 Handayani Kindergarten students for small group trials, and 21 Budi Luhur Kindergarten students for large group trials. Data collection techniques using questionnaires (material expert questionnaires, media expert questionnaires, learner response questionnaires, and documentation). The results of research and development show that the value obtained by the android-based "Ayo Sholat" animation media from the material expert trial of 90% is in the "Very High" qualification or "Very Feasible, no need for revision", the media expert trial of 93, 75% is in the "Very High" qualification or "Very Feasible, no need for revision", individual trials, no need for revision", individual trial of 82 42% is at "High" or "Feasible, no need for revision", small group trial of 83.63% is at "High" or "Feasible, no need for revision", large group trial of 90.82% is at "Very High" or "Very Feasible, no need for revision". Based on the results of the research and development that has been carried out, it can be concluded that the android-based animation media "Let's Pray" is appropriate for use in stimulating the ability to learn to pray in children.

Keywords: *Learning Media, Learning Ability, Prayer*