

ABSTRAK

Tujuan penelitian ini adalah mengembangkan media pembelajaran video animasi *motion graphic* pada mata pelajaran computer jaringan dasar materi IP Address dan Subnetting siswa kelas X SMK Negeri 1 Arosbaya yang layak. Kelayakan dalam penelitian ini ditinjau dari validitas dan uji coba perorangan media pembelajaran video animasi *motion graphic*. Penelitian ini menggunakan metode Research and Development (RnD) model ADDIE (*Analysis, Design, Development, Implementation, dan Evaluation*). Validitas media pembelajaran video animasi *motion graphic* diujicobakan kepada ahli media dan ahli materi. Uji coba perorangan dilakukan kepada 3 siswa. Validasi ahli media memperoleh persentase 98% (sangat tinggi dan tidak memerlukan revisi yang besar), validasi ahli materi memperoleh persentase 90% (sangat tinggi dan tidak memerlukan revisi yang besar), dan uji coba perorangan memperoleh persentase 89.33% (sangat tinggi dan tidak memerlukan revisi yang besar).

Kata Kunci: Media Pembelajaran, Video Animasi *motion graphic*, IP Address dan Subnetting.

ABSTRACT

The purpose of this study is to develop learning media for motion animation videos on basic computer subjects IP Address and Subnetting grade X students of SMK Negeri 1 Arosbaya who are eligible. The feasibility of this research is in terms of the validity and individual try of motion animation video learning media. This research uses the Research and Development (RnD) method of the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The validity of instructional media for animated motion graphics videos was trialled for media experts and material experts. Individual trials were conducted on 3 students. The media expert validation obtained a percentage of 98% (very high and did not require a major revision), the validation of the material expert obtained a percentage of 90% (very high and did not require a large revision), and individual trials obtained a percentage of 89.33% (very high and no large revisions are requested).

Keywords: *Learning Media, Video Animation Graphics, IP Address and Subnetting.*