

Zulfiana novita sari, 2026. Pengembangan Media Pembelajaran Digital *3D Animal World* Berbasis *Virtual Reality* Untuk Mestimulasi Kemampuan Pengenalan Hewan Pada Anak Usia 5-6 Tahun. Skripsi, Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Jurusan Ilmu Pendidikan, Fakultas Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Fikri Nazarullail S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media *3D Animal World* yang layak dan efektif untuk digunakan dalam pembelajaran menstimulus kemampuan kognitif melalui pengenalan hewan pada anak. Penelitian ini menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Penelitian dan pengembangan ini dilakukan 3 tahap uji coba yaitu uji coba kelompok kecil, uji coba kelompok sedang serta uji coba kelompok besar (uji coba efektifitas media). Subjek penelitian dan pengembangan yaitu anak usia 5-6 tahun dengan jumlah keseluruhan 77 anak, 10 anak RA Islamiyah untuk uji coba kelompok kecil, 15 anak RA Islamiyah untuk uji coba kelompok sedang dan 52 anak RA Miftahul Ulum untuk uji coba kelompok besar (uji efektifitas media). Teknik pengumpulan data menggunakan angket (angket ahli materi, angket ahli media, angket ahli instrumen, angket respon anak, angket penilaian *pre-test* dan *post-test*), dan dokumentasi. Hasil penelitian dan pengembangan menunjukkan bahwa nilai yang diperoleh media *3D Animal World* dari uji coba ahli materi sebesar 83% berada pada kualifikasi “Tinggi” atau “Layak, tidak perlu direvisi”, uji ahli media sebesar 92% berada pada kualifikasi “Sangat Tinggi” atau “Sangat Layak, tidak perlu direvisi” uji ahli instrumen sebesar 75% berada pada kualifikasi “Tinggi” atau “Layak, tidak perlu direvisi”, uji coba kelompok kecil sebesar 83% berada pada kualifikasi “Tinggi” atau “Layak, tidak perlu direvisi”, uji coba kelompok sedang sebesar 83% berada pada kualifikasi “Tinggi” atau “Layak, tidak perlu direvisi”. Untuk mengetahui hasil efektifitas, digunakan uji nonparametris uji Wilcoxon. Berdasarkan hasil uji Wilcoxon dengan taraf kesalahan 5% diperoleh hasil Asymp.Sig. (2tailed) bernilai 0,001 atau lebih kecil dari $\leq 0,05$ maka dikatakan H_a diterima yang berarti media *3D Animal World* memiliki pengaruh atau efektif untuk menstimulus kemampuan pengenalan hewan pada anak. Berdasarkan hasil penelitian dan pengembangan yang telah dilakukan dapat disimpulkan bahwa media *3D Animal World* layak dan efektif digunakan dalam menstimulus kemampuan pengenalan hewan anak usia 5-6 tahun.

Kata Kunci: Virtual Reality, Media Pembelajaran Digital, Pengenalan Hewan, Kognitif, Anak Usia Dini

Zulfiana novita sari, 2026. Development of 3D Animal World Digital Learning Media Based on Virtual Reality to Stimulate Animal Recognition Abilities in Children Aged 5-6 Years. Undergraduate Thesis, Early Childhood Education Teacher Education Study Program, Department of Educational Sciences, Faculty of Education, Trunodjoyo University of Madura. Supervisor: Fikri Nazarullail, S.Pd., M.Pd.

ABSTRACT

This study aims to develop a suitable and effective 3D Animal World media for use in learning to stimulate cognitive abilities through animal recognition in children. This study uses the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) development model. This research and development was carried out in 3 trial stages, namely small group trials, medium group trials, and large group trials (media effectiveness trials). The subjects of the research and development were children aged 5-6 years with a total of 77 children, 10 children of RA Islamiyah for small group trials, 15 children of RA Islamiyah for medium group trials, and 52 children of RA Miftahul Ulum for large group trials (media effectiveness tests). Data collection techniques used questionnaires (material expert questionnaires, media expert questionnaires, instrument expert questionnaires, child response questionnaires, pre-test and post-test assessment questionnaires), and documentation. The results of research and development show that the value obtained by the 3D Animal World media from the material expert trial is 83% in the qualification of "High" or "Appropriate, no need to revise", the media expert test is 92% in the qualification of "Very High" or "Very Appropriate, no need to revise" the instrument expert test is 75% in the qualification of "High" or "Appropriate, no need to revise", the small group trial is 83% in the qualification of "High" or "Appropriate, no need to revise", the medium group trial is 83% in the qualification of "High" or "Appropriate, no need to revise". To determine the effectiveness results, the nonparametric Wilcoxon test is used. Based on the results of the Wilcoxon test with a 5% error rate, the Asymp.Sig. (2-tailed) result is 0.001 or less than ≤ 0.05 , it is said that H_a is accepted, which means that the 3D Animal World media has an influence or is effective in stimulating children's ability to recognize animals. Based on the research and development results that have been carried out, it can be concluded that the 3D Animal World media is feasible and effective to use in stimulating the animal recognition abilities of children aged 5-6 years..

Keywords: Virtual Reality, Digital Learning Media, Introduction to Animals, Cognitive, Early Childhood