

Indri Savitri, 2018. *Pengembangan Media Pembelajaran IPA Berbasis Animasi Terhadap Motivasi Belajar Siswa SMP Pada Materi Gerak*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura, Pembimbing I Fatimatul Munawaroh, Pembimbing II Ana Yuniasti Retno Wulandari.

ABSTRAK

Penelitian dilakukan dengan mengembangkan suatu produk yaitu media pembelajaran IPA berbasis animasi. Penelitian ini bertujuan untuk mengetahui kelayakan media, respon siswa dan motivasi belajar siswa setelah penggunaan media animasi dalam pembelajaran. Model pengembangan yang digunakan adalah *ADDIE Analysis* (analisis), *Design* (perencanaan), *Development* (pengembangan), *Implementation* (implementasi), *Evaluation* (avaluasi). Jenis penelitian adalah RnD (*Research and Development*) dan desain penelitian *Pre-Experimental Design* dengan rancangan penelitian *One-shot case Study*. Pengujian yang digunakan pada media animasi adalah uji kelayakan media, respon siswa, dan angket motivasi belajar siswa. Hasil kelayakan media pembelajaran IPA berbasis animasi yang telah dikembangkan sebesar 90%. Penilaian tersebut terdiri dari hasil kelayakan dari segi materi yang mendapatkan nilai dari ahli materi dan guru IPA sebesar 87,33 %, dari segi media oleh ahli media dan guru IPA sebesar 92,67%. Hasil rata-rata penilaian respon siswa sebesar 84,86%, dan motivasi belajar siswa sebesar 87,11%. Berdasarkan penilaian tersebut media pembelajaran IPA berbasis animasi layak digunakan dalam proses pembelajaran.

Kata Kunci: *ADDIE*, Animasi, Media Pembelajaran, Motivasi Belajar Siswa.

Indri Savitri. 2018. The Development Learning Media of IPA in Animation Basis Toward Junior High School Students'' Learning Motivation About Motion. Thesis, Natural Sciences Education Study Program, Faculty of Education, Trunojoyo University, Madura. First advisors: Fatimatul Munawaroh, second advisor: Ana Yuniasti Retno Wulandari.

ABSTRACT

The research was conducted by developing a product that is an animation base science learning media. This study purpose to determine the feasibility of the media, student response and student learning motivation after the use of animation media in learning. The development model used is ADDIE Analisis (analysis), Design (planning), Development (development), Implementation (implementasi), Evaluation (evaluasi). This type of research is Research and Development and Pre-Experimental Design research design with One-shot case Study research design. Tests used in animation media are media feasibility tests, student responses, and student learning motivation questionnaires. The feasibility of the animation-based science learning media that has been developed is 90%. The assessment consisted of material feasibility results that received scores from material experts and science teachers at 87.33%, in terms of media by media experts and IPA teachers at 92.67%. The average score of student response was 84.86%, and student learning motivation was 87.11%. Based on this assessment, animation based IPA learning media is suitable for use in the learning process.

Keywords: ADDIE, Animation, Learning Media, Student learning Motivation