

Nur Isnaini Putri Gusria. 2022. *Pengembangan Media Motion Graphics Untuk Meningkatkan Minat Belajar Siswa pada Materi Getaran, Gelombang dan Bunyi*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Dr. Badrud Tamam, S.Si., M.Pd.

ABSTRAK

Tujuan penelitian adalah mengetahui kevalidan, kepraktisan, dan keefektifan media pembelajaran *motion graphics* pada materi getaran, gelombang dan bunyi. Penelitian ini yaitu *Research & Development* (R&D). Model pengembangan menggunakan ADDIE. Subjek penelitian siswa SMPN 2 Burneh dengan 3 siswa uji coba perorangan, 9 siswa uji coba kelompok kecil kelas VIII B dan 20 siswa kelas VIII C untuk implementasi. Hasil penelitian menunjukkan bahwa: 1) Media *motion graphics* pada uji validasi ahli media sudah layak kriteria sangat tinggi dengan nilai 0,82 dan hasil uji validasi ahli materi sudah layak dengan kriteria sangat tinggi dengan nilai 0,82, 2) Media *motion graphics* praktis ditinjau dari hasil respons siswa yaitu 88,57% kriteria sangat baik, dan keterlaksanaan pembelajaran pada pertemuan 1 dengan nilai 94,23%, pertemuan 2 dan pertemuan 3 dengan nilai 92,31% kriteria sangat baik, 3) Media *motion graphics* efektif ditinjau dari peningkatan minat belajar siswa menghasilkan kriteria tinggi dengan nilai 0,74.

Kata kunci: getaran, gelombang dan bunyi, media *motion graphics*, minat belajar siswa.

Nur Isnaini Putri Gusria. 2022. *The Development of Motion Graphics Media to Increase Student Interest in Vibration, Waves and sound Materials*. Thesis, Science Education Study Program, Faculty of Education, Trunojoyo University Madura. Advisor: Dr. Badrud Tamam, S.Si., M.Pd.

ABSTRACT

The purpose of the study was to determine the validity, practicality, and effectiveness of motion graphics on vibration, waves and sound materials. This research is Research & Development (R&D). The development model uses ADDIE. The research subjects were students of SMPN 2 Burneh with 3 students for individual trials, 9 students for small group trials in class VIII B and 20 students in class VIII C for implementation. The results showed that: 1) The motion graphics media in the media expert validation test was eligible for very high criteria with a value of 0.82 and the material expert validation test results were eligible with very high criteria with a value of 0.82, 2) The motion graphics media reviewed from the results of student responses is 88.57% very good criteria, and the implementation of learning at meeting 1 with a value of 94.23%, meeting 2 and meeting 3 with a value of 92.31% very good criteria, 3) The motion graphics media is effective in terms of improvement student's learning interest resulted in high criteria with a value of 0.74.

Keywords: *motion graphics media, student interest in learning, vibration, waves and sound.*