

ABSTRAK

Jihan Nurzaha : Pengembangan Media Pembelajaran Video Animasi Berbasis Aplikasi Animaker pada Materi Sistem Ekskresi.

Berdasarkan hasil wawancara di salah satu SMPN di kecamatan Jonggol, ditemukan kurangnya inovasi terhadap media pembelajaran. Media pembelajaran yang tersedia belum sepenuhnya memanfaatkan perkembangan teknologi yang ada. Tujuan dari penelitian ini yaitu menghasilkan produk berupa media ini pembelajaran video animasi berbasis aplikasi *animaker* sebagai alternatif media pembelajaran pada materi sistem ekskresi. Metode penelitian ini menggunakan metode *R&D (research and development)* dengan model pengembangan 3D. Subjek penelitian terdiri dari 30 peserta didik kelas VIII H SMPN 1 Jonggol. Teknik pengumpulan data dilakukan dengan uji validasi ahli media, ahli materi dan guru mata pelajaran, serta angket uji keterbacaan dan angket respon siswa. Penyusunan media terdiri dari tahap analisis KI dan KD materi sistem ekskresi, analisis hasil penelitian pembuatan media, dan mendesain kembali media sehingga menghasilkan produk berupa media pembelajaran video animasi. Hasil analisis media dari ketiga validator (ahli materi, media dan guru mata pelajaran biologi) mendapatkan hasil rata-rata sebesar 90,5% dengan kategori sangat valid dan hasil uji coba siswa didapatkan hasil rata-rata 93,9% dikategorikan sangat valid dan untuk hasil dari respon peserta didik sebesar 100%. Berdasarkan hasil dari penelitian yang dilakukan bahwa media pembelajaran yang dikembangkan dinilai sangat layak untuk digunakan sebagai media pembelajaran oleh guru dan peserta didik.

Kata Kunci : *Animaker*, Media Pembelajaran, R&D, Sistem Ekskresi

ABSTRACT

Jihan Nurzaha: Development of Animaker Application-Based Animation Video Learning Media on Excretion System Material.

Based on the results of interviews at one of the junior high schools in Jonggol sub-district, it was found that there was a lack of innovation in learning media. The available learning media have not fully utilized the existing technological developments. The purpose of this research is to produce a product in the form of this media for learning animation videos based on the animaker application as an alternative learning media on the excretory system material. This research method uses the R&D (research and development) with 3D development model. The research subjects consisted of 30 students of class VIII H SMPN 1 Jonggol. Data collection techniques were carried out by means of validation tests of media experts, material experts and subject teachers, as well as readability test questionnaires and student response questionnaires. The preparation of the media consists of the stages of analyzing the KI and KD of the excretory system material, analyzing the results of research on media making, and redesigning the media so that it produces a product in the form of animated video learning media. The results of media analysis from the three validators (material experts, media and biology subject teachers) got an average result of 90.5% with a very valid category and the results of student trials obtained an average result of 93.9% categorized as very valid and for the result of the student's response is 100%. Based on the results of the research conducted, the developed learning media is considered very feasible to be used as a learning medium by teachers and students.

Keywords: *Animaker*, Excretion System, Learning Media, R&D.