ABSTRAK

Diana Novita, NIM 4173311023 (2017), Pengembangan Media Pembelajaran Berbasis *Software* Animasi *Blender 3D* dengan *PowerPoint* untuk Meningkatkan Kemampuan *Visual Thinking* Siswa di Sekolah Dasar.

Penelitian ini bertujuan untuk memperoleh media pembelajaran berbasis *software* animasi *blender 3d* dengan *powerpoint* yang valid, praktis, dan efektif. Sehingga dapat meningkatkan kemampuan *visual thinking* siswa pada materi bangun ruang. Instrumen penelitian yang digunakan adalah lembar angket respon guru, lembar angket respon siswa, serta tes kemampuan *visual thinking* siswa. Setelah seluruh instrumen, angket, media, materi, dan soal tes dinyatakan valid oleh validator, kemudian dilakukan uji coba terbatas dan uji coba lapangan. Hasil penelitian menunjukkan bahwa: (1) Media pembelajaran berbasis *software* animasi *blender 3d* yang dikembangkan telah memenuhi kriteria kevalidan berdasarkan penilaian validator media dan materi, dengan perolehan skor rata-rata 3,56 dan 3,2 dengan kategori sangat layak. (2) Media pembelajaran berbasis *software* animasi *blender 3d* yang dikembangkan telah memenuhi kriteria kepraktisan melalui: a) hasil angket respon siswa terhadap media pembelajaran yaitu sebesar 83,6% dengan kategori sangat praktis; b) hasil angket respon guru memperoleh nilai kepraktisan sebesar 91,6% dengan kategori sangat praktis. (3) Media pembelajaran berbasis *software* animasi *blender 3d* yang dikembangkan memenuhi kriteria efektif dengan: a) ketuntasan belajar secara klasikal yaitu sebanyak 90% siswa yang mengikuti pembelajaran mencapai nilai ≥ 75, b) lebih dari 65% siswa mencapai 75% tujuan pembelajaran untuk setiap indikator, dan c) waktu pencapaian waktu pembelajaran sama dengan pembelajaran biasa pada uji co ba lapangan serta respon siswa baik terhadap media pembelajaran yang dikembangkan. Melalui uji Gain, terlihat bahwa kemampuan *visual thinking* siswa yang diberi pembelajaran menggunakan media pembelajaran berbasis *software* animasi *blender 3d* mengalami peningkatan sebesar 0,72, artinya dalam kategori tinggi.

Kata Kunci: Media pembelajaran, *software* animasi *blender 3d*, *microsoft powerpoint*, kemampuan *visual thinking*, bangun ruang.

ABSTRACT

Diana Novita, NIM 4173311023 (2017), Development of 3D Blender Animation Software-Based Learning Media with PowerPoint to Improve Students' Visual Thinking Ability in Elementary Schools.

This study aims to obtain learning media based on 3d Blender animation software with valid, practical, and effective powerpoint. So that it can improve students' visual thinking skills on geometry material. The research instrument used was the teacher's response questionnaire sheet, the student response questionnaire sheet, and the student's visual thinking ability test. After all instruments, questionnaires, media, materials, and test items were declared valid by the validator, then limited trials and field trials were conducted. The results showed that: (1) The learning media based on the 3d animation blender software developed has met the validity criteria based on the assessment of the media and material validators, with an average score of 3.56 and 3.2 with a very decent category. (2) The learning media based on the 3d animation blender software developed has met the practicality criteria through: a) the results of the student response questionnaire to the learning media are 83.6% in the very practical category; b) the results of the teacher's response questionnaire obtained a practicality value of 91.6% with a very practical category. (3) The learning media based on the 3d animation blender software developed meets the effective criteria by: a) classical mastery of learning, namely 90% of students who take part in learning achieve a score of ≥ 75, b) more than 65% of students achieve 75% of learning objectives for each indicator, and c) the time of achievement of learning time is the same as ordinary learning in field trials and good student response to the developed learning media. Through the Gain test, it can be seen that the visual thinking ability of students who are given learning using learning media based on 3d animation blender software has increased by 0.72, meaning that it is in the high category.

Keywords: Learning media, blender 3d animation software, microsoft powerpoint, visual thinking ability, geometry.