

## ABSTRACT

**Ade Kurnia Putri Tanjung, ID Number 4183131040 (2022). Development of Animation Video Media (PowToon) in Chemistry Learning Based on Religious.**

Many students feel bored and do not like chemistry lessons and think that chemical bonding is a difficult and boring subject. Many teachers have difficulty in making teaching aids or learning media. To reduce these problems, new interesting learning media are needed. One of them is animation video media on chemical bond learning. This study aims to determine the quality of animation video media, level of religiosity, improvement of learning outcomes and student motivation after using animation video media (PowToon) in chemistry learning based on religious. This research is a Research and Development (R&D) that uses the ADDIE model. There are 5 stages, namely: 1) Analysis, 2) Design, 3) Development, 4) Implementation, and 5) Evaluation. The instruments used were validation sheets by material and media experts, student response questionnaires, religiosity questionnaires, learning motivation questionnaires and validated tests. The developed media was tested on grade X MIA 1 Al Ulum Terpadu Medan students. Data analysis was carried out by descriptive percentage and one sample t-test. Based on the results of validation by material experts, 88.9% said it was very good, while by media experts, 89.1% said it was very good. The results of student assessment of the media by 94.8% said it was very good. The results of the level of student religiosity, the majority in the moderate category with 23 students or 69.70%. The sample found that at  $\alpha = 5\%$ , it was obtained  $t_{table} = 2.036933$ . On student learning outcomes, obtained  $t_{count} = 25.3095$  and on student learning motivation, obtained  $t_{count} = 9.1618$ . Because  $t_{count} > t_{table}$ , the hypothesis ( $H_a$ ) is accepted. So it can be concluded that the animation video media developed has met the eligibility, effectiveness and requirements to be used as animation video media in chemical bonding learning.

Keywords : animation video media, ADDIE, religiosity, learning outcomes, learning motivation