ABSTRAK

Sulisma Sinaga, NIM 4173141064 (2023). Pengaruh Media Animasi Berbasis Aplikasi Canva Terhadap Aktivitas dan Hasil Belajar Siswa Kelas X SMA PAB-1 Medan Estate pada Materi Protista Tahun Pelajaran 2022/2023.

Penelitian ini bertujuan untuk mengetahui kelayakan media animasi berbasis aplikasi canva pada materi protista yang dikembangkan menurut ahli materi, ahli pembelajaran, ahli media dan guru mata pelajaran biologi serta pengaruh penerapan media animasi berbasis aplikasi canva dalam meningkatkan aktivitas dan hasil belajar siswa kelas X SMA PAB-1 Medan Estate pada materi protista tahun pelajaran 2022/2023. Jenis penelitian ini adalah jenis penelitian dan pengembangan (R&D) yang dilanjutkan dengan pengujian produk menggunakan desain penelitian *one group pretest-posttest,* sedangkan untuk pengembangan media menggunakan model pengembangan 4D. Sampel yang digunakan sebanyak 23 orang. Media animasi berbasis aplikasi canva divalidasi oleh ahli materi memperoleh persentase (87,5%) termasuk kategori sangat layak, ahli pembelajaran memperoleh persentase (97,9%) termasuk kategori sangat layak juga, menurut ahli media memperoleh persentase (96,9%) termasuk kategori sangat layak, dan menurut guru pelajaran biologi SMA PAB-1 Medan Esatate produk yang dikembangkan memperoleh persentase (95,8%) termasuk kategori sangat layak. Media animasi berbasis aplikasi canva mempengaruhi peningkatan aktivitas belajar siswa, dilihat dari hasil uji *wilcoxon* bahwa nilai Sig. (0,000) < 0,05, sehingga dapat disimpulkan bahwa terdapat pengaruh media animasi terhadap peningkatan aktivitas belajar siswa. Media animasi berbasis aplikasi canva juga mempengaruhi hasil belajar siswa sehingga mengalami peningkatan, dilihat dari hasil uji *paired sample t-test* memperoleh nilai t_{hitung} sebesar 12,859 dan t_{tabel} sebesar 2,074 yang menunjukkan bahwa terdapat pengaruh media animasi terhadap peningkatan hasil belajar siswa.

Kata kunci: Media animasi, aktivitas belajar, hasil belajar

ABSTRACT

Sulisma Sinaga, NIM 4173141064 (2023). The Effect of Canva Application-Based Animation Media on the Activities and Learning Outcomes of Class X Students of SMA PAB 1 Medan Estate on Protista Material for the 2022/2023 Academic Year

This study aims to determine the feasibility of Canva application-based animation media on protista material development according to material experts, learning experts, media experts and biology subject teachers as well as the effect of using Canva application-based animation media in increasing the activity and learning outcomes of class X students of SMA PAB 1 Medan Estate on protista material for the 2022/2023 academic year. This type of research and development (R&D) followed by product testing using the one group pretest-posttest research design, while for media development using the 4D development model. The sample used was 23 people. The animation media based on the canva application were validated by material experts obtaining a percentage (87,5%) including the very feasible category, learning experts obtaining a percentage (97,9%) including the very feasible category as well, according to media experts obtaining a percentage (96,9%) including the very feasible category, and according to the biology teacher at SMA PAB-1 Medan Estate the product being developed obtaining a percentage (95,8%) including the very feasible category. Animation media based on the Canva application affects the increase in student learning activities, seen from the *Wilcoxon* test results that the Sig. value (0,000) < 0,05, so it can be concluded that there is an influence of animated media based on the increasing student learning activities. The animated media based on the Canva application also influences student learning outcomes so that it experiences an increase, seen from the results of the *paired sample t-test* obtaining a t_{value} (12,859) and t_{table} (2,074) which indicates that there is an influence of animated media on improving student learning outcomes.

Keyword: Animation media, learning activities, learning outcomes