

ABSTRAK

Rukmini Elysa Simanungkalit, NIM. 8186182017. Pengembangan Media Pembelajaran Berbasis Animasi 3D dengan Pendekatan *Saintifik* Pada Subtema Peristiwa Kebangsaan Masa Penjajahan di Kelas V SD Negeri 085115 Sibolga. Tesis Program Studi Pendidikan Dasar Program Pascasarjana. Universitas Negeri Medan. 2022.

Penelitian ini bertujuan untuk: (1) Mengetahui kelayakan media pembelajaran berbasis video animasi 3D dengan pendekatan *Saintifik* pada Subtema peristiwa kebangsaan masa penjajahan di SD Negeri 085115 Sibolga. dan (2) Mengetahui keefektifan media pembelajaran berbasis video animasi 3D dengan pendekatan *Saintifik* pada Subtema peristiwa kebangsaan masa penjajahan efektif di SD Negeri 085115 Sibolga. Jenis penelitian ini adalah penelitian *Research & Develoment* (R&D). Model pengembangan yang digunakan adalah model pengembangan 4-D. Metode penelitian terdiri dari dua tahap yaitu tahap I mengembangkan media pembelajaran dan tahap II melakukan uji efektifitas produk. Hasil penelitian menunjukkan bahwa produk media ajar yang dikembangkan sudah sangat layak dengan melalui beberapa tahapan revisi/perbaikan. Persentase nilai yang diperoleh antara lain: (1) Penilaian ahli materi berada pada kriteria sangat layak dengan skor rata-rata 4,50, (2) penilaian ahli media berada pada kriteria sangat layak dengan skor rata-rata 4,76, (3) Penilaian ahli desain berada pada kriteria sangat layak dengan skor rata-rata 4,73. Keefektifan perangkat pembelajaran disimpulkan berdasarkan pada hasil post-test siswa pada uji coba II persentase ketuntasan klasikal sebesar 88,89% dengan 25 siswa atau 88,89% dinyatakan tuntas, dan 2 siswa atau 11,11% dinyatakan belum tuntas. 3) Kepraktisan media pembelajarn siswa disimpulkan berdasarkan respon guru; respon guru terhadap media pembelajaran pada uji coba kedua mencapai 89,28% termasuk kedalam kategori sangat praktis. Penilaian hasil belajar siswa berdasarkan pretest dan postest dianalisis dengan menggunakan N-Gain diperoleh nilai rata-rata gain sebesar 0,7 dimana dalam kategori tinggi. Penelitian ini dilakukan di kelas V SD Negeri 085115 Sibolga Tahun Ajaran 2021-2022 semester genap berjumlah 27 orang siswa. Dengan demikian media pembelajaran video animasi 3D yang dikembangkan ini mampu meningkatkan minat dan aktivitas serta efektif untuk meningkatkan hasil belajar siswa.

Kata Kunci : Penelitian Pengembangan, Media Video Animasi 3D dan *Saintifik*.

ABSTRACT

Rukmini Elysa Simanungkalit, NIM. 8186182017. Development of 3D Animation-Based Learning Media With a *Scientific* on the Sub-theme of Colonial National Events in Class V of SD Negeri 085115 Sibolga. Thesis of the Postgraduate Basic Education Study Program. Medan State University. 2022.

This research aims to: (1) determine the feasibility of 3D animation video-based learning media with a *scientific* on the sub-theme of the colonial era national event at SD Negeri 085115 Sibolga. and (2) Knowing the effectiveness of learning media based on 3D animation video with a *scientific* on the sub-theme of the national events of the colonial era effectively at SD Negeri 085115 Sibolga. This type of research is *Research & Development* (R&D). The development model used is a 4-D development model. The research method consists of two stages, namely the first stage to develop learning multimedia and the second stage to test the effectiveness of the product. The results of the study indicate that the developed teaching media products are very feasible by going through several stages of revision/improvement. The percentage of scores obtained include: (1) The material expert's assessment is in the very appropriate criteria with an average score of 4.50, (2) the media expert's assessment is in the very appropriate criteria with an average score of 4.76, (3) The design expert's assessment is in the very feasible criteria with an average score of 4.73. The effectiveness of the learning device was concluded based on the results of the post-test students in the second trial the percentage of classical completeness was 88.89% with 25 students or 88.89% declared complete, and 2 students or 11.11% declared incomplete. 3) The practicality of student learning media is concluded based on the teacher's response; the teacher's response to the learning media in the second trial reached 89.28% which was included in the very practical category. Assessment of student learning outcomes based on pretest and posttest analyzed using N-Gain obtained an average gain value of 0.7 which is in the high category. This research was conducted in class V of SD Negeri 085115 Sibolga for the academic year 2021-2022 for even semesters, totaling 27 students. Thus the learning media of 3D Animation Video developed is able to increase interest and activity and is effective for improving student learning outcomes.

Keywords: Research Development, 3D Animation Video Media and *Scientific*.