ABSTRAK

ALBERTO SIAGIAN. Pengembangan Media Pembelajaran Menggunakan A Aplikasi *CapCut* Pada Materi Pengelompokan Hewan Berdasarkan Jenis Makanannya Mata Pelajaran IPAS Kelas III SDN 060866 Medan. Skripsi. Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan, 2026.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran video berbasis aplikasi *CapCut* pada materi pengelompokan hewan berdasarkan jenis makanannya pada mata pelajaran IPAS kelas III SDN 060866 Medan serta mengetahui tingkat kelayakan, kepraktisan, dan efektivitas media pembelajaran yang dikembangkan. Metode penelitian yang digunakan adalah penelitian dan pengembangan (*Research and Development*) dengan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Teknik pengumpulan data yang digunakan meliputi observasi, wawancara, angket, dan tes. Data yang diperoleh kemudian dianalisis menggunakan Teknik analisis deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa media pembelajaran video berbasis aplikasi *CapCut* dinyatakan sangat layak digunakan berdasarkan hasil validasi ahli media dengan persentase sebesar 94% dan validasi ahli materi sebesar 92%, keduanya berada pada kategori "Sangat Layak". Dari aspek kepraktisan, hasil angket praktisi pendidikan memperoleh persentase sebesar 98%, sedangkan hasil respon peserta didik memperoleh persentase sebesar 98,4%, sehingga rata-rata kepraktisan media mencapai 98,33% dengan kategori "Sangat Praktis". Dari aspek efektivitas, hasil belajar peserta didik mengalami peningkatan yang terlihat dari nilai rata-rata *Pre-test* sebesar 49,6 menjadi 88,4 pada *Post-test* serta memperoleh nilai *N-Gain* sebesar 80,48% dalam kategori “efektif”. Dengan demikian, media pembelajaran video berbasis aplikasi *CapCut* pada materi pengelompokan hewan berdasarkan jenis makanannya dinyatakan sangat layak, sangat praktis, dan efektif digunakan dalam pembelajaran IPAS kelas III sekolah dasar.

Kata Kunci: Media Pembelajaran, Video Pembelajaran, *CapCut*, IPAS, Sekolah Dasar.

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ABSTRACT

ALBERTO SIAGIAN. Development of Learning Media Using the CapCut Application on the Topic of Classifying Animals Based on Their Food Types in the IPAS Subject for Grade III at SDN 060866 Medan. Skripsi. Medan: Faculty of Education, State University of Medan, 2026.

This study aimed to develop CapCut application-based video learning media for the topic of grouping animals based on their types of food in the Ilmu Pengetahuan Alam dan Sosial (IPAS) subject for third-grade students at SDN 060866 Medan and to determine the feasibility, practicality, and effectiveness of the developed learning media. This study employed the Research and Development (R&D) method using the ADDIE development model, which consists of Analysis, Design, Development, Implementation, and Evaluation. The data collection techniques included observation, interviews, questionnaires, and tests. The collected data were analyzed using quantitative descriptive analysis. The results showed that the CapCut application-based video learning media was categorized as Highly Feasible, with a media expert validation score of 94% and a material expert validation score of 92%, both falling into the "Highly Feasible" category. In terms of practicality, the educational practitioner questionnaire obtained a score of 98%, while the students' response questionnaire obtained a score of 98.4%, resulting in an average practicality score of 98.33%, categorized as "Highly Practical." In terms of effectiveness, students' learning outcomes improved, as indicated by the increase in the average pre-test score from 49.6 to 88.4 in the post-test, with an N-Gain score of 80.48%, which falls into the "Effective" category. Therefore, the CapCut application-based video learning media on the topic of grouping animals based on their types of food was concluded to be highly feasible, highly practical, and effective for use in IPAS learning for third-grade elementary school students.

Keywords: Instructional Media, Instructional Video, CapCut, Natural and Social Sciences (IPAS), Elementary School.

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