

ABSTRAK

MARIA MAGDALENA HUTAHAEAN, NIM 1173311075. Pengembangan Media Pembelajaran Video Animasi Berbasis *Macromedia Flash* Pada Pembelajaran Matematika Bangun Datar Dan Bangun Ruang Di SD Swasta Methodist 12 Medan T.A 2020/2021.

Pengembangan media pembelajaran video animasi matematika berbasis *macromedia flash* di SD Swasta Methodist 12 Medan dilatarbelakangi oleh (1) Siswa membutuhkan media pembelajaran yang interaktif dan menarik yang dapat memacu daya tarik peserta didik (2) Kemampuan guru dalam membuat pembelajaran berbasis komputer masih kurang khususnya berbasis *macromedia flash*. (3) Guru matematika belum memanfaatkan media pembelajaran matematika khususnya *macromedia flash* pada materi bangun datar dan bangun ruang. Tujuan yang hendaknya dicapai dalam upaya pengembangan media pembelajaran ini adalah untuk menghasilkan video animasi berbasis *macromedia flash* pada pembelajaran bangun datar dan bangun ruang yang valid dan praktis. Jenis penelitian ini adalah penelitian pengembangan (*research and development*).

Model pengembangan yang digunakan adalah mengacu kepada *Research and Development* (R&D) dari model ADDIE. Data penelitian dari uji validitas diperoleh melalui ahli media dan ahli materi. Data kepraktisan diperoleh melalui guru kelas IV SD Swasta Methodist 12 Medan. Instrumen penelitian yang digunakan dalam pengumpulan data yaitu wawancara dan angket.

Hasil validasi oleh ahli media terhadap media pembelajaran video animasi matematika berbasis *macromedia flash* diperoleh skor secara keseluruhan sebanyak 80 dengan persentase sebesar 85%, termaksud dalam kriteria “Sangat Layak”. Hasil validasi oleh ahli materi diperoleh skor secara keseluruhan sebanyak 75 dengan persentase sebesar 92% termaksud dalam kriteria “Sangat Layak” sedangkan hasil dari praktisi pendidikan diperoleh skor secara keseluruhan sebanyak 60 dengan persentase sebesar 96,66% dengan kriteria “Sangat Layak”.

Kata Kunci: Media Pembelajaran, *Macromedia Flash* 8

ABSTRACT

MARIA MAGDALENA HUTAHAEAN, NIM 1173311075. Development of Macromedia Flash-Based Animation Video Learning Media in Mathematics Learning to Build Flat and Build Space in Methodist Private Elementary School 12 Medan T.A 2020/2021.

The development of macromedia flash-based mathematics animation video learning media at Methodist 12 Medan Private Elementary School is motivated by (1) Students need interactive and interesting learning media that can stimulate student interest (2) The ability of teachers to make computer-based learning is still lacking, especially macromedia-based flash. (3) Mathematics teachers have not used mathematics learning media, especially macromedia flash on flat and spaced materials. The goal that should be achieved in this effort to develop learning media is to produce an animated video based on macromedia flash in learning flat shapes and shapes that is valid and practical. This type of research is research and development.

The development model used refers to the Research and Development (R&D) of the ADDIE model. Research data from the validity test were obtained through media experts and material experts. Practical data were obtained through the fourth grade teacher at the Methodist Private Elementary School 12 Medan. The research instruments used in data collection were interviews and questionnaires.

The results of the validation by media experts on the learning media of mathematical animation video based on macromedia flash obtained an overall score of 80 with a percentage of 85%, included in the "Very Eligible" criteria. The results of the validation by media experts obtained an overall score of 75 with a percentage of 92% included in the "Very Eligible" criteria, while the results from educational practitioners obtained an overall score of 60 with a percentage of 96.66% with the criteria "Very Eligible".

Keywords: Learning Media, Macromedia Flash 8