

## ABSTRAK

**Marisa. Pengembangan Media Pembelajaran Video Animasi Berbasis *Animaker* Pada Pembelajaran Tema 3 Sub Tema 1 Bagaimana Tubuh Mengolah Makanan di Kelas 5 SD Negeri 10 Rantauprapat. Skripsi. Program Studi PGSD FIP UNIMED. 2021**

Penelitian pengembangan didasari oleh permasalahan yang ditemukan di Sd Negeri 10 Rantauprapat. Berdasarkan hasil observasi, permasalahan yang ditemukan adalah pada saat proses belajar mengajar berlangsung guru jarang menggunakan media pembelajaran video animasi. Adapun media yang digunakan yaitu media gambar yang dapat dibuat dengan menempelkan gambar di kertas karton.

Tujuan penelitian ini adalah untuk mengetahui kelayakan, kepraktisan dan keefektifan media video animasi berbasis *animaker* pada Tema Bagaimana Tubuh Mengolah Makanan di kelas 5 SD Negeri 10. Penelitian ini merupakan jenis penelitian pengembangan (*Research and Development*) dengan menggunakan ADDIE (*Analysis, Design, Development, Implimentation and Evaluation*).

Hasil penelitian menunjukkan media video animasi berbasis *animaker* pada Tema Bagaimana Tubuh Mengolah Makanan dengan tingkat persentase kelayakan yang diberikan oleh ahli media sebesar 83% dengan kategori “Sangat Layak”. Hasil validasi oleh ahli materi yang awalnya 64% menjadi 90% dengan kategori “Sangat Layak” dan kepraktisan sebesar 96%. Respon siswa terhadap media ini dilihat rata-rata skor hasil efektifitas yaitu 93% siswa menyatakan bahwa media ini efektif. Pada uji coba memperoleh rata-rata 62 pada saat pretes dan mengalami peningkatan hasil belajar setelah menggunakan media dengan rata-rata 89 pada saat *post test*, hasil belajar mengalami kenaikan sebesar 27%. Maka dari itu dapat disimpulkan bahwa media video animasi berbasis *animaker* di kelas 5 SDN 10 Rantauprapat layak digunakan dalam proses pembelajaran.

**Kata Kunci : Pengembangan, Media Video Animasi, *Animaker***

## ABSTRACT

**Marisa. Development of Animaker-based Animation Video Learning Media In Learning Theme 3 Sub Theme 1 How the Body Processes Food in Grade 5 SDN 10 Rantauprapat. Skripsi. Program Studi PGSD FIP UNIMED. 2021**

*Development research is based on the problems found in SD Negeri 10 Rantauprapat. Based on the results of observations, the problem found is that during the teaching and learning process the teacher rarely uses animated video learning media. The media used is image media that can be made by pasting images on cardboard.*

*The purpose of this study was to determine the feasibility, practicality and effectiveness of animaker-based animated video media on the theme of How the Body Processes Food in 5th grade of SD Negeri 10. This research is a type of research and development using ADDIE (Analysis, Design, Development, Implication and Evaluation).*

*The results of the study showed that the animated video media based on animaker on the theme of How the Body Processes Food with a percentage level of eligibility given by media experts was 83% with the "Very Eligible" category. The results of the validation by material experts were initially 64% to 90% with the "Very Eligible" category and 96% practicality. The students' response to this media was seen by the average score of effectiveness results, namely 93% of students stated that this media was effective. In the trial, it obtained an average of 62 at the time of the pretest and increased learning outcomes after using the media with an average of 89 at the time of the posttest, learning outcomes increased by 27%. Therefore, it can be concluded that the animation video media based on animaker in grade 5 SDN 10 Rantauprapat is feasible to be used in the learning process.*

**Keyword : Development, Animated Video Media, Animaker**