

ABSTRAK

Feby Yona Br Perangin-angin, NIM 4181151010 (2023). Pengembangan Video Pembelajaran IPA Berbasis Aplikasi *Kinemaster* Pada Usaha Dan Pesawat Sederhana Dalam Kehidupan Sehari-hari Kelas VIII di SMP Negeri 1 Kabanjahe.

Penelitian ini bertujuan untuk mengetahui apakah video yang dikembangkan menggunakan aplikasi *KineMaster* layak dan efektif dalam pembelajaran IPA pada materi usaha dan pesawat sederhana dalam kehidupan sehari-hari. Jenis penelitian ini menggunakan metode pengembangan (*Research and Development*) dengan menggunakan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*) dengan desain penelitian *One group pretest-posttest*. Sampel dalam penelitian ini terdiri dari satu kelas yang berjumlah 35 siswa yaitu kelas VIII-A SMP Negeri 1 Kabanjahe yang dipilih secara *random sampling*. Instrumen yang digunakan berupa angket validasi materi, angket validasi media, angket respon guru, angket respon siswa, dan soal *Pretest* dan *Posttest* yang telah divalidasi dalam bentuk pilihan berganda sebanyak 25 soal. Dari hasil penelitian diperoleh rata-rata *pretest* 61,6 dan *posttest* sebesar 87,9 yang menyatakan data efektif. Berdasarkan validasi ahli media, ahli materi media layak digunakan, respon siswa dan guru sangat baik dan media pembelajaran dapat meningkatkan hasil belajar siswa, yang dapat terlihat dari perhitungan N-gain yaitu 0,68 kategori tinggi. Media yang dihasilkan dapat dijadikan sebagai alternatif oleh guru dalam kegiatan pembelajaran dan dapat dijadikan pedoman bagi guru dan peneliti lain, dalam mengembangkan media pembelajaran sesuai dengan karakteristik pembelajaran yang diterapkan.

Kata kunci : Media pembelajaran, video, *Kinemaster*



ABSTRACT

Feby Yona Br Perangin-angin, NIM 4181151010. *Development of Kinemaster Application-Based Science Learning Videos for Business and Simple Machines in Everyday Life for Class VIII at SMP Negeri 1 Kabanjahe*

This study aims to find out whether videos developed using the KineMaster application are feasible and effective in learning natural sciences on business materials and simple machines in everyday life. This type of research uses the development method (Research and Development) using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation) with a One group pretest-posttest research design. The sample in this study consisted of one class of 35 students, namely class VIII-A of SMP Negeri 1 Kabanjahe which were selected by random sampling. The instruments used were material validation questionnaires, media validation questionnaires, teacher response questionnaires, student response questionnaires, and Pretest and Posttest questions which had been validated in the form of multiple choice as many as 25 questions. From the research results, it was obtained that the average pretest was 61.6 and the posttest was 87.9 which stated that the data was effective. Based on the validation of media experts, media material experts are suitable for use, student and teacher responses are very good and learning media can improve student learning outcomes, which can be seen from the N-gain calculation, which is 0.68 in the high category. The resulting media can be used as an alternative by teachers in learning activities and can be used as a guide for teachers and other researchers, in developing learning media according to the characteristics of the learning applied.

Keywords: *Learning media, video, kinemaster*

