

## ABSTRACT

### **Muhammad Nofrianto, Nim 7171141015 (2023) Development of Animated Video Based Learning Media on Money Material in Monetary Economics Courses**

This research was conducted to develop animated video based learning media about money in the monetary economics course and to find out the feasibility of animated video based learning media about money in the monetary economics course. This type of research is development which refers to the 10 development steps proposed by Sugiono. The subject in the study were expert validators (including material experts and media student majoring in economics). Data analysis was carried out by transforming qualitative data into quantitative data. The results showed that the feasibility of the material reached 91,66% which was in the very good category, the feasibility of the product design that had been developed reached 84,09% and the feasibility based on student respondent was 97,6%. In other words, products that have been developed are suitable for use as learning media in monetary economics courses on money.

**Keywords :** *Development, Animated Video, Money Material*



## ABSTRAK

**Muhammad Nofrianto, NIM 7171141015 (2023). Pengembangan Media Pembelajaran Berbasis Video Animasi Materi Uang Dalam Mata Kuliah Ekonomi Moneter.**

Penelitian ini dilakukan untuk melakukan pengembangan media pembelajaran berbasis video animasi tentang Uang dalam mata kuliah Ekonomi Moneter serta mengetahui kelayakan media pembelajaran berbasis video animasi tentang Uang dalam mata kuliah Ekonomi Moneter. Jenis penelitian ini yaitu pengembangan (*Research dan Development*) yang mengacu pada 10 langkah pengembangan yang dikemukakan oleh Sugiyono. Subjek dalam penelitian adalah validator ahli yang meliputi ahli materi serta ahli media) serta mahasiswa jurusan ekonomi UNIMED. Analisa data dilakukan dengan mentransformasikan data kualitatif menjadi data kuantitatif. Hasil penelitian diperoleh kelayakan materi mencapai 91,66% yang terkategori sangat baik, kelayakan desain produk yang telah dikembangkan mencapai 84,09% serta kelayakan berdasarkan respon mahasiswa sebesar 97,6%. Dalam kata lain produk yang sudah dikembangkan layak dimanfaatkan sebagai media belajar pada mata kuliah ekonomi moneter pada materi uang.

**Kata kunci :** *Pengembangan, Video Animasi, , Materi Uang.*

