

ABSTRAK

MARINCE, NIM 4193111065 (2019). Pengembangan Media Pembelajaran Video Animasi untuk Meningkatkan Minat Belajar Matematika Siswa Kelas X.

Tujuan dari penelitian ini adalah menghasilkan produk video animasi untuk meningkatkan minat belajar matematika siswa. Penelitian ini menggunakan model penelitian dan pengembangan atau *R&D*. Subjek penelitian ini adalah 30 peserta didik kelas X MIA 7 di SMA Negeri 11 Medan. Hasil dari analisis penelitian ini, diperoleh: (1) Video animasi yang dikembangkan memenuhi kriteria valid dengan rata-rata validasi ahli materi 91,2% dan validasi ahli media yaitu 89,7%. (2) Video animasi yang dikembangkan memenuhi kriteria praktis karena hasil angket respon ahli materi yaitu 90,2%, ahli media sebesar 90,2%, respon guru 93,2% dan skor rata-rata peserta didik 84,7%. (3) Video animasi yang dikembangkan memenuhi kriteria efektif dengan respon apresiasi siswa terhadap video animasi sebesar 91,4% dan hasil tingkatan minat belajar dari 45,7% menjadi 85,0%. (4) Peningkatan minat belajar peserta didik dimana kegiatan pembelajaran sebelum menggunakan video animasi (*pretest*) dalam kriteria rendah dengan rata-rata 137,75 (persentase sebesar 45,7%) dan meningkat setelah menggunakan video animasi (*posttest*) dengan rata-rata 254,75 (persentase sebesar 85,0%) dan perhitungan rumus *N-gain* menghasilkan peningkatan sebesar 0,70.

Kata Kunci: Video Animasi, Minat Belajar, Penelitian dan Pengembangan.

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ABSTRACT

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The purpose of this research is to produce animated video products to increase students' interest in learning mathematics. This study uses a research and development model or *R&D*. The subjects of this study were 30 students of class X MIA 7 at SMA Negeri 11 Medan. The results of the analysis of this study were obtained: (1) The video animation developed met valid criteria with an average validation of 91.2% for material experts and 89.7% for media expert validation. (2) The animated video that was developed met practical criteria because the results of the material expert response questionnaire were 90.2%, media experts were 90.2%, teacher responses were 93.2% and students' average score was 84.7%. (3) The animated video developed meets the criteria of effectiveness with the response of students' appreciation of the animated video of 91.4% and the results of the level of interest in learning from 45.7% to 85.0%. (4) Increasing students' interest in learning where learning activities before using animated videos (*pretest*) in the low criteria with an average of 137.75 (a percentage of 45.7%) and increased after using animated videos (*posttest*) with an average of 254.75 (percentage of 85.0%) and the calculation of the N-gain formula produces an increase of 0.70.

Keywords: Animation Video, Learning Interest, Research and Development.

