

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF ANIMASI 2 DIMENSI UNTUK SISWA KELAS XI MULTIMEDIA

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ABSTRAK

Penelitian ini dilatar belakangi karena metode pembelajaran yang digunakan belum sesuai dengan karakteristik mata pelajaran animasi 2 dimensi, siswa kesulitan menerima materi pelajaran animasi 2 dimensi karena belum adanya bantuan ilustrasi, kurangnya media pembelajaran interaktif yang menarik minat belajar peserta didik.

Penelitian ini bertujuan untuk: (1) mengembangkan media pembelajaran interaktif animasi 2 dimensi untuk siswa kelas XI SMK Multimedia; (2) menguji tingkat kelayakan media dan materi media pembelajaran interaktif animasi 2 dimensi untuk siswa kelas XI SMK Multimedia yang ditinjau dari *aspek subject matter, pedagogy, auxiliary information, affective consideration, interface, navigation, dan robustness*.

Pendekatan penelitian yang digunakan adalah *research & development* (R&D) dengan mengadaptasi model pengembangan ADDIE dengan lima tahapan pengembangan yaitu analisis, perencanaan, pengembangan, implementasi, dan evaluasi. Pengujian media dilakukan oleh ahli media, ahli materi, dan siswa yang bertindak sebagai pengguna. Uji pengguna dilakukan pada 30 siswa kelas XI Multimedia di SMK N 1 Pengasih. Alat pengumpulan data menggunakan kuisioner. Analisis data menggunakan teknik analisis deskriptif kuantitatif.

Hasil penelitian diketahui bahwa: (1) proses pengembangan media pembelajaran interaktif animasi 2 dimensi untuk siswa kelas XI SMK multimedia melalui lima tahapan yaitu tahap analisis, perencanaan, pengembangan, implementasi, dan evaluasi; (2) media pembelajaran interaktif animasi 2 dimensi untuk siswa kelas XI SMK Multimedia mendapat penilaian 83,19% dari ahli materi, 87,50% dari ahli media dan 83,43% dari pengguna. Sehingga dapat disimpulkan bahwa media pembelajaran interaktif animasi 2 dimensi sangat layak untuk membantu proses pembelajaran di SMK N 1 Pengasih.

Kata kunci: *media pembelajaran, interaktif, animasi 2 dimensi*

**THE DEVELOPMENT OF INTERACTIVE MEDIA LEARNING ON 2
DIMENSIONAL ANIMATION FOR MULTIMEDIA VOCATIONAL HIGH SCHOOL
STUDENTS CLASS XI**

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ABSTRACT

This research is motivated because the learning methods used are not in accordance with the characteristics of 2 dimensional animation subjects, students have difficulty accepting 2 dimensional animated subject matter because of the absence of illustrative assistance, the lack of interactive learning media that interests students in learning.

The purposes of this research are to: (1) develop a interactive media learning on 2 dimensional animation for multimedia vocational high school students class XI; (2) testing the feasibility level of interactive media learning on 2 dimensional animation for multimedia vocational high school students class XI in terms of subject matter, pedagogy, auxiliary information, affective consideration, interface, navigation, and robustness.

The research is using research & development (R&D) by adapting the ADDIE development model with five stages of development namely analysis, planning, development, implementation, and evaluation. Media testing is carried out by media experts, material experts, and students as a users. The user test was conducted on 30 students of XI Multimedia class at SMK N 1 Pengasih. Data collection tools using questionnaires. Data analysis uses quantitative descriptive analysis techniques.

The results of the study note that: (1) the process of developing interactive media learning on 2 dimensional animation for multimedia vocational high school students class XI through five stages namely the stages of analysis, planning, development, implementation, and evaluation; (2) interactive media learning on 2 dimensional animation for multimedia vocational high school students class XI got an assessment of 83.19% of the material experts, 87.50% of the media experts and 83.43% of the users. So it can be concluded that the 2-dimensional animated interactive learning media is very feasible to assist the learning process at SMK N 1 Pengasih.

Keywords: *learning media, interactive, 2-dimensional animation*