

ABSTRAK

Ludovika Septyan Caesari, 2023. Pengembangan Media Pembelajaran Animasi Pop-up Book Elektronik Materi Bangun Datar Kelas VII SMP. Skripsi. Program Studi Pendidikan Matematika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan. Universitas Sanata Dharma.

Perkembangan pendidikan yang signifikan pada masa kini mendorong pola pikir pendidik menjadi modern dan kreatif. Pendidik seharusnya memanfaatkan teknologi untuk membantu proses kegiatan belajar mengajar sehingga membantu komunikasi dan proses penyampaian materi. Penelitian ini bertujuan untuk: 1) mengembangkan media pembelajaran animasi *pop-up book* elektronik pada materi bangun datar SMP; 2) mengetahui kevalidan dan keefektifan media pembelajaran animasi *pop-up book* elektronik pada materi bangun datar SMP.

Jenis penelitian ini adalah penelitian pengembangan (*RnD*) dengan model pengembangan ADDIE. Subjek penelitian ini adalah siswa kelas VII SMP berjumlah 10 anak. Penelitian ini berfokus pada pengembangan media pembelajaran animasi *pop-up book* elektronik dan pengujian kevalidan serta keefektifan produk. Teknik pengumpulan data dilakukan dengan menggunakan kuesioner dan tes tulis. Kuesioner digunakan untuk menilai kevalidan produk dan soal tes tulis, sedangkan tes tulis digunakan untuk menguji keefektifan produk. Data yang diperoleh berupa data kualitatif meliputi komentar, saran, dan penilaian dari validator dan data kuantitatif meliputi skor validasi dan skor tes tulis. Data dianalisis dengan menggunakan teknik analisis deskriptif yaitu dengan mendeskripsikan hasil uji kevalidan dan keefektifan.

Hasil penelitian yang diperoleh: 1) Proses pengembangan media pembelajaran animasi *pop-up book* elektronik menggunakan model pengembangan ADDIE dengan 5 tahap, yaitu: a) tahap analisis meliputi analisis permasalahan pendidikan pasca covid 19 dan alternatif solusi untuk mengatasi permasalahan tersebut, serta analisa tema dan materi untuk media tersebut. b) tahap desain meliputi perencanaan desain isi dan bentuk produk. c) tahap pengembangan meliputi merealisasikan rancangan desain yang telah dibuat. d) tahap implementasi yaitu menggunakan media pembelajaran animasi *pop-up book* elektronik pada pembelajaran matematika, serta menguji kevalidan dan keefektifan produk. e) tahap evaluasi yaitu melakukan perbaikan sesuai saran dari para ahli selaku validator produk dan juga melakukan perbaikan berdasarkan evaluasi kendala yang ditemukan di lapangan pada saat uji coba.; 2) Produk media pembelajaran animasi *pop-up book* elektronik dikatakan layak digunakan sebagai media pembelajaran ditinjau dari 2 aspek yaitu: aspek kevalidan yang diperoleh hasil validasi rata-rata skor 78,1% masuk dalam kriteria valid, aspek keefektifan ditinjau dari hasil pengerjaan *post test* oleh siswa mencapai presentase ketuntasan 100% tuntas, peningkatan nilai siswa dari hasil pengerjaan *pre test* ke *post test* mencapai 30,25%, serta tingkat keefektifan produk mencapai skor 0,73 dan masuk dalam kriteria keefektifan tinggi sehingga dikatakan efektif.

Kata Kunci : Media Pembelajaran, Pengembangan, *Pop-up Book* Elektronik

ABSTRACT

Ludovika Septyan Caesari, 2023. *The Development of Animation Pop-Up eBook Learning Media in Plane Figures Material for the Seventh-Grade Junior High School. Undergraduate Thesis. Mathematics Education Study Program, Department of Mathematics and Natural Sciences Education, Faculty of Teacher Training and Education. Sanata Dharma University.*

Nowadays, the significant development of education encourages educators to have a modern and creative mindset. They should utilize technology to assist them in communicating and delivering material. This research is contributed to 1) developing the animation pop-up ebook learning media in plane figures for the seventh-grade junior high school; 2) analyzing the effectivity of that learning media for the seventh-grade junior high school.

In working on this undergraduate thesis, the author used the research and development method (RnD) with the ADDIE development model. The subjects of this study were ten seventh-grade students in junior high school. This research focused on the development of animation pop-up ebook learning media and testing the validity and effectiveness of the products. Moreover, data collection techniques were carried out using questionnaires and written tests. Questionnaires were functioned to assess the validity of products, while written tests are used to test the effectiveness of the products. The data obtained for this thesis were qualitative, including comments, suggestions, and assessments from validators and quantitative such as validation scores and written test scores. The data were analyzed using descriptive analysis techniques, particularly by describing the results of validity and effectiveness tests.

Based on the research, the writer found that: 1) The process of developing the animation pop-up ebook learning media using the ADDIE development model took place in 5 stages, namely: a) the analysis stage includes analysis of post-covid 19 educational problems and alternative solutions to overcome these problems, as well as analyze the themes and materials for the media. b) the design stage includes planning the design of the contents and form of the product. c) the development stage includes realizing the designs that have been made. d) the implementation stage, namely using electronic pop-up book animation learning media in mathematics learning, as well as testing the validity and effectiveness of the product. e) the evaluation stage, namely making improvements according to suggestions from experts as product validators and also making improvements based on evaluating the constraints found in the field during the trial run.; 2) The animation pop-up ebook learning media is said feasible for use as a learning medium in terms of 2 aspects. The First is the validity aspect, obtained by the validation results with an average score of 78.1%, included in the valid criteria. The second is the effectiveness aspect. It is viewed from the results of the post-test worked by students achieved a 100% completeness percentage, the increase in student scores from the results of the pre-test to the post-test reached 30.25%, and the level of product effectiveness achieved a score of 0.73 and was included in the high effectiveness criteria so that it was said to be effective.

Keywords : Learning Media, Development, Pop-up eBook