

## ABSTRAK

### “PENGEMBANGAN VIDEO PEMBELAJARAN BERBASIS ANIMASI MUATAN PELAJARAN PPKn PADA TEMA 1 SUBTEMA 3 UNTUK MENINGKATKAN HASIL BELAJAR SISWA KELAS III SD”

Floriani De Paula Tada

Universita Sanata Dharma

2024

Penelitian ini dilakukan karena adanya potensi masalah belajar siswa yang berkaitan dengan media pembelajaran. Masalah belajar yang dihadapi siswa adalah hasil belajar yang kurang maksimal akibat kurangnya minat belajar. Penelitian ini bertujuan untuk 1) mengembangkan video pembelajaran berbasis animasi muatan pelajaran PPKn pada tema 1 subtema 3 bagi siswa kelas III SD Kanisius Kalasan. 2) mengetahui kualitas video pembelajaran berbasis animasi. 3) mengetahui peningkatan belajar siswa kelas III SD Kanisius Kalasan pada muatan pelajaran PPKn tema 1 subtema 3 setelah menggunakan video pembelajaran berbasis animasi.

Penelitian ini merupakan penelitian pengembangan (*Research and Development*) dengan menggunakan prosedur ADDIE yang dikembangkan oleh Branch (2009), meliputi 5 langkah pengembangan, yaitu 1) *Analyze* 2) *Design* 3) *Development* 4) *Implementation* 5) *Evaluation*. Teknik pengumpulan data menggunakan wawancara, observasi dan angket. Teknik analisis data menggunakan kualitatif dan kuantitatif.

Hasil penelitian dan pengembangan ini menunjukkan bahwa 1) Langkah-langkah pengembangan yakni *Analyze*, *Design*, *Development*, *Implementation* dan *Evaluation*. 2) Kualitas video pembelajaran berdasarkan hasil validasi oleh validator, video pembelajaran berkualitas “Baik” (rerata 3.27) dan berdasarkan hasil responsi siswa, video pembelajaran berkualitas “Baik” (rerata 3.17). 3) Berdasarkan hasil *pretest* dan *posttest*, diperoleh data adanya peningkatan hasil belajar siswa sebesar 27 poin (27%). Rerata hasil *pretest*: 54 dan rerata hasil *posttest*: 81.

**Kata Kunci:** Video pembelajaran berbasis animasi dan muatan pelajaran PPKn tema 1 subtema 3 kelas III SD.

## ABSTRACT

### **“DEVELOPMENT OF ANIMATED VIDEOS BASED ON PPKN SUBJECT THEME 1 SUBTHEME 3 TO IMPROVE LEARNING OUTCOMES OF 3<sup>rd</sup> GRADE PRIMARY SCHOOL STUDENTS”**

Floriani De Paula Tada

Sanata Dharma University

2024

*This research was conducted because of potential student learning problems related to learning media. The learning problems faced by students are less than optimal learning outcomes due to a lack of interest in learning. This research aims to 1) develop animation-based learning videos for Civics lesson content on theme 1 sub-theme 3 for class III students at Kanisius Kalasan Elementary School. 2) find out the quality of animation-based learning videos. 3) determine the learning improvement of class III students at Kanisius Kalasan Elementary School on PPKn lesson content theme 1 subtheme 3 after using animation-based learning videos.*

*This research is development research (Research and Development) using the ADDIE procedure developed by Branch (2009), including 5 development steps, namely 1) Analysis 2) Design 3) Development 4) Implementation 5) Evaluation. Data collection techniques use interviews, observation and questionnaires. Data analysis techniques use qualitative and quantitative.*

*The results of this research and development show that 1) The development steps are Analysis, Design, Development, Implementation and Evaluation. 2) The quality of the learning video is based on the results of validation by the validator, the learning video is of "Good" quality (mean 3.27) and based on the results of student responses, the learning video is of "Good" quality (mean 3.17). 3) Based on the results of the pretest and posttest, data was obtained that there was an increase in student learning outcomes by 27 points (27%). Average pretest results: 54 and average posttest results: 81.*

**Keywords:** *Animation-based learning videos and PPKn lesson content theme 1 sub-theme 3 class III elementary school*