ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBANTUAN VIDEO ANIMASI PADA MATERI SISTEM IMUN

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Pandemi covid-19 berdampak pada dunia pendidikan menyebabkan kurangnya interaksi guru dan siswa dalam proses pembelajaran. Materi sistem imun dianggap sulit karena bersifat abstrak dan cakupan materinya banyak. Penyampaian materi pada proses pembelajaran tidak terlepas dari media pembelajaran. Guru masih kesulitan untuk memilih media pembelajaran yang tepat sehingga mengakibatkan siswa sulit memahami materi dan kurang bersemangat dalam belajar mandiri. Solusi dari permasalahan tersebut adalah mengembangkan media pembelajaran interaktif berbantuan video animasi. Penelitian ini bertujuan untuk mengembangkan dan mengetahui kelayakan media pembelajaran interaktif berbantuan video animasi pada materi sistem imun. Jenis penelitian yang digunakan adalah *Research and Development* dengan model pengembangan 4-D. Langkah-penelitian terdiri dari *Define, Design, Develop,* dan *Disseminate*. Penelitian dilakukan sampai langkah ketiga yakni tahap pengembangan. Teknik pengumpulan data yang digunakan yaitu wawancara analisis kebutuhan dan kuesioner validasi produk. Teknik analisis data yang digunakan yaitu teknik analisis data kualitatif dan kuantitatif.

Media pembelajaran yang dikembangkan dalam penelitian ini berupa aplikasi dan *website* untuk guru dan peserta didik. Berdasarkan hasil validasi, persentase skor rata-rata hasil validasi ahli media yaitu 85,6% dengan kriteria “sangat layak”, persentase skor rata-rata hasil validasi ahli materi yaitu 88,3% dengan kategori “sangat layak”. Hal tersebut menunjukkan bahwa produk setelah direvisi layak diujicobakan kepada peserta didik dengan skala terbatas revisi.

Kata kunci : Media pembelajaran interaktif, video animasi, *R&D*, sistem imun

ABSTRACT

DEVELOPMENT OF INTERACTIVE MEDIA ASSISTED BY ANIMATED VIDEOS ON IMMUNE SYSTEM MATERIAL

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The impact of the Covid-19 pandemic on the world of education has caused a lack of interaction between teachers and students in the learning process. The immune system material is considered difficult because it is abstract and the scope of the material is large. The delivery of material in the learning process cannot be separated from the learning media. Teachers still have difficulty choosing the right learning media, resulting in students having difficulty understanding the material and being less enthusiastic about independent learning. The solution to this problem is to develop interactive learning media assisted by animated videos. This study aims to develop and determine the feasibility of interactive learning media assisted by animated videos on the immune system material. The type of research used is Research and Development with a 4-D development model. The research steps consist of Define, Design, Develop, and Disseminate. The research was carried out until the third step, namely the development stage. The data collection techniques used were needs analysis interviews and product validation questionnaires. The data analysis techniques used were qualitative and quantitative data analysis techniques.

The learning media developed in this study is in the form of applications and websites for teachers and students. Based on the validation results, the average validation score from media experts was 85.6%, categorized as "very feasible," and the average validation score from subject matter experts was 88.3%, categorized as "very feasible." This indicates that the revised product is suitable for limited testing with students.

Keywords: *Learning media interactive, Animated videos, R&D.*