

INTISARI

Penelitian ini mengkaji penerapan media pembelajaran berbasis animasi dua dimensi pada materi Sistem Komputer untuk peserta didik kelas VII MTs Negeri 3 Purbalingga dengan tujuan meningkatkan minat serta pemahaman siswa. Media dikembangkan menggunakan model ADDIE melalui tahapan analisis kebutuhan (observasi, wawancara, kuesioner, studi xvssetxva), perancangan naskah dan storyboard, pembuatan xvsset visual, animasi, serta integrasi audio menggunakan perangkat lunak Adobe Illustrator, After Effects, Audition, dan Premiere Pro. Uji coba dilakukan kepada 68 siswa dengan evaluasi melalui kuesioner. Hasil penelitian menunjukkan media ini efektif meningkatkan keterlibatan dan pemahaman siswa, serta mendapat respon positif terhadap aspek visual, narasi, dan kejelasan materi. Dengan demikian, media ini layak digunakan sebagai alternatif pembelajaran Informatika dan berpotensi untuk diadaptasi pada materi lainnya.

Kata kunci: media pembelajaran, animasi 2D, informatika, motion graphic, ADDIE.

ABSTRACT

This study examines the application of two dimensional animation based learning media in the Computer System material for seventh-grade students at MTs Negeri 3 Purbalingga, aiming to improve students' interest and understanding. The media was developed using the ADDIE model through needs analysis (observation, interviews, questionnaires, and literature review), script and storyboard design, creation of visual assets, animation, and audio integration with Adobe Illustrator, After Effects, Audition, and Premiere Pro. The trial was conducted with 68 students and evaluated through questionnaires. The results showed that the media effectively enhanced student engagement and comprehension, receiving positive responses regarding its visuals, narration, and content clarity. Therefore, this media is feasible to be used as an alternative learning tool for Informatics and has the potential to be adapted for other subjects.

Keywords: learning media, 2D animation, informatics, motion graphic, ADDIE.

