INTISARI

Berdasarkan masalah yang dijumpai pada guru kelas III SD Negeri 4 Kalisalak bahwa guru kesulitan dalam menyampaikan materi pengurangan bilangan bersusun dan kurangnya media pendukung sehingga siswa sulit memahami materi tersebut pada saat pembelajaran online berlangsung. Tujuan dari penelitian ini adalah untuk mengimplementasikan multimedia dalam bentuk video pembelajaran 2 dimensi dengan teknik motion graphic pada mata pelajaran matematika materi pengurangan bilangan bersusun untuk siswa kelas 3 SD Negeri 4 Kalisalak. Metode pengembangan sistem yang digunakan adalah Multimedia Development Life Cycle (MDLC) yang terdiri dari 6 tahapan yaitu concept, design, material collecting, assembly, testing dan distribution. Data yang digunakan dalam penelitian ini diperoleh melalui metode observasi, wawancara, kajian pustaka, kuesioner dan dokumentasi. Hasil uji kelayakan melalui pengujian Alpha test dan Beta test. Pengujian Aplha test menunjukkan bahwa video pembelajaran telah layak diuji coba karena telah sesuai dengan storyboard yang telah dibuat sebelumnya. Sedangkan hasil pengujian Beta test menunjukkan hasil 93,9% sehingga termasuk dalam kategori sangat setuju. Dengan hasil tersebut, respon siswa dan guru SD Negeri 4 Kalisalak menyatakan bahwa media pembelajaran berbasis video multimedia 2 dimensi pada materi pengurangan bilangan bersusun dengan teknik motion graphic yang telah dibuat dapat diterima.

Kata kunci: multimedia, motion graphic, matematika, 2 dimensi.

ABSTRACT

Based on the problems encountered in the 3rd grade teacher of State Elementary School 4 Kalisalak that the teacher had difficulty in delivering the material of reducing the number of circumcision and the lack of supporting media so that students had difficulty understanding the material at the time of online learning. The purpose of this research is to implement multimedia in the form of 2-dimensional learning videos with motion graphic techniques in the subjects of mathematics of double number reduction materials for students of 3rd grade of State Elementary School 4 Kalisalak. The system development method used is multimedia development life cycle (MDLC) which consists of 6 stages, namely concept, design, material collecting, assembly, testing and distribution. The data used in the study was obtained through observation methods, interviews, literature studies, questionnaires and documentation. Results of the feasibility test through alpha test and beta test. The Aplha test showed that the learning video was worth testing because it had matched the storyboard that had been created before. While the results of beta tests showed results of 93.9% so it falls into the category of strongly agreed. With these results, the student response stated that the 2-dimensional multimedia video-based learning media on the number reduction material in addition to motion graphic techniques that have been made is clear, interesting, and fun. And the concept of the material conveyed is appropriate and easy to understand.

Keyword: multimedia, motion graphics, mathematics, 2 dimensions.