

## INTISARI

MI Ma'arif NU 1 Banjarnyng adalah sekolah Madrasah Iftifahiyah yang terletak di Banjarnyng Kec. Pekuncen. Dari hasil wawancara kepada salah satu guru mengatakan bahwa masih banyak siswa kelas V yang belum bisa memahami pembelajaran secara berlangsung seperti pembelajaran matematika dengan materi hitung pecahan. Penelitian ini bertujuan untuk memudahkan guru dalam mengajar pembelajaran matematika khususnya operasi hitung pecahan dan menarik fokus siswa agar lebih menyukai pembelajaran matematika. Berdasarkan hal tersebut peneliti akan mengimplementasikan animasi 2D sebagai media pembelajaran matematika kelas V MI Ma'arif NU 1 Banjarnyng. Penelitian ini menggunakan metode ADDIE dengan 5 Tahapan yaitu analyze, design, development, implementasi dan evaluasi. Sedangkan teknik dalam pembuatan video menggunakan teknik motion graphics. Dari hasil penelitian ini yang telah diuji coba perorangan dan lapangan dengan kuesioner mendapatkan hasil presentase perorangan 85% dikategori "Sangat baik" dan presentase lapangan 88,15% dikategori "Sangat baik", maka yang peneliti harapkan media pembelajaran ini dapat digunakan pada saat pembelajaran matematika.

Kata kunci: Media pembelajaran, Matematika, Animasi 2D, ADDIE, Motion Graphics.

## **ABSTRACT**

*MI Ma'arif NU 1 Banjarnayar is an Iftifahiyah Madrasah school located in Banjarnayar Kec. Pekuncen. From the results of an interview with one of the teachers, it was stated that there were still many fifth grade students who could not understand ongoing learning such as learning mathematics with fractional calculation material. This study aims to make it easier for teachers to teach mathematics learning, especially fractional operations and to attract students' focus so that they prefer learning mathematics. Based on this, the researcher will implement 2D animation as a medium for learning mathematics for class V MI Ma'arif NU 1 Banjarnayar. This study uses the ADDIE method with 5 stages, namely analyze, design, development, implementation and evaluation. While the technique in making videos uses motion graphics techniques. From the results of this study, which have been tested individually and in the field with questionnaires, the individual percentage results are 85% in the "Very good" category and the field percentage is 88.15% in the "Very good" category, so the researcher hopes that this learning media can be used when learning mathematics.*

*Keywords: Learning media, Mathematics, 2D Animation, ADDIE, Motion Graphics.*