

## INTISARI

Penelitian ini berjudul “Pengembangan Animasi 2d sebagai Media Pembelajaran untuk Pengenalan *Artificial Intelligence* (Ai) (Studi Kasus: Siswa Kelas IV dan V SD Negeri 1 Taruban)”. Penelitian ini bertujuan untuk merancang media animasi 2D sebagai media pembelajaran dalam mengenalkan *Artificial Intelligence* (AI) kepada siswa sekolah dasar serta mengetahui peningkatan pemahaman siswa setelah menggunakan media. Penelitian menggunakan pendekatan *mixed method* dengan metode pengembangan *Multimedia Development Life Cycle* (MDLC) yang terdiri dari *concept*, *design*, *material collecting*, *assembly*, *testing*, dan *distribution*. Subjek penelitian berjumlah 23 siswa kelas IV dan V SD Negeri 1 Taruban. Hasil penelitian menunjukkan bahwa media animasi 2D yang dikembangkan memperoleh hasil uji kelayakan materi sebesar 85% dan uji kelayakan media sebesar 83,33%, yang termasuk dalam kategori sangat layak. Hasil pengujian kepada siswa menunjukkan nilai rata-rata *pre-test* sebesar 58,26 dan meningkat menjadi 91,74 pada *post-test*. Berdasarkan perhitungan N-Gain terhadap 20 siswa yang dapat dihitung, diperoleh rata-rata sebesar 0,81 dengan kategori tinggi. Tiga siswa memperoleh nilai 100 pada *pre-test* dan *post-test* sehingga nilai N-Gain tidak dapat dihitung. Dengan hasil tersebut, media animasi 2D yang dikembangkan dinyatakan sangat layak digunakan sebagai media pembelajaran untuk mengenalkan *Artificial Intelligence* kepada siswa sekolah dasar.

Kata kunci: Animasi 2D, *Artificial Intelligence*, Media Pembelajaran, Literasi Digital, N-Gain

## **ABSTRACT**

*This study is entitled “Development of 2D Animation as a Learning Media for Introducing Artificial Intelligence (AI) (Case Study: Fourth- and Fifth-Grade Students at SD Negeri 1 Taruban).” The study aims to design a 2D animation-based learning media to introduce Artificial Intelligence (AI) to elementary school students and to determine the improvement in students’ understanding after using the media. This study employed a mixed-method approach and the Multimedia Development Life Cycle (MDLC) development method, which consists of six stages: concept, design, material collecting, assembly, testing, and distribution. The subjects of the study were 23 fourth- and fifth-grade students at SD Negeri 1 Taruban. The results showed that the developed 2D animation media obtained a material feasibility score of 85% and a media feasibility score of 83.33%, both of which were categorized as highly feasible. The results of the student evaluation showed that the average pre-test score was 58.26, which increased to 91.74 in the post-test. Based on the N-Gain calculation for 20 students whose scores could be calculated, the average N-Gain score was 0.81, which was categorized as high. Three students obtained a score of 100 in both the pre-test and post-test; therefore, their N-Gain scores could not be calculated. Based on these results, the developed 2D animation media was considered highly feasible for use as a learning medium to introduce Artificial Intelligence to elementary school students.*

*Keyword: 2D Animation, Artificial Intelligence, Learning Media, Digital Literacy, N-Gain*