

INTISARI

Penelitian ini berjudul “Perancangan Animasi 2D tentang Pengenalan Perangkat Keras Komputer untuk Meningkatkan Pemahaman Siswa Kelas V MIN 2 Sragen”. Penelitian ini bertujuan untuk merancang animasi 2D menggunakan model pengembangan ADDIE, mengetahui tingkat kelayakan animasi 2D, serta mengetahui peningkatan pemahaman siswa setelah menggunakan animasi 2D. Penelitian dibatasi pada materi pengenalan perangkat keras komputer yang meliputi monitor, keyboard, mouse, CPU, RAM, hard disk, motherboard, dan power supply pada siswa kelas V MIN 2 Sragen. Penelitian menggunakan pendekatan metode campuran (mixed methods) dengan analisis deskriptif, skala Likert, dan N-Gain. Hasil penelitian menunjukkan bahwa animasi 2D dirancang melalui lima tahap ADDIE, yaitu Analysis, Design, Development, Implementation, dan Evaluation. Hasil validasi memperoleh persentase 85% dari ahli media dengan kategori Sangat Layak dan 80% dari ahli materi dengan kategori Layak. Pengujian pemahaman dilakukan melalui pre-test dan post-test kepada 62 siswa kelas V. Hasil pre-test menunjukkan nilai rata-rata 21,29, sedangkan hasil post-test dianalisis menggunakan N-Gain untuk mengetahui peningkatan pemahaman siswa. Berdasarkan hasil penelitian, animasi 2D tentang pengenalan perangkat keras komputer dinilai layak digunakan sebagai alat bantu dalam penyampaian materi. Hasil analisis N-Gain menunjukkan bahwa dari 62 siswa terdapat 1 siswa dengan kriteria menurun, 1 siswa dengan kriteria rendah, 15 siswa dengan kriteria meningkat sedang, dan 45 siswa dengan kriteria meningkat tinggi. Dengan demikian, sebagian besar siswa mengalami peningkatan pemahaman setelah penerapan animasi 2D.

Kata kunci: Animasi 2D, Perangkat Keras Komputer, Pemahaman Siswa, ADDIE, N-Gain

ABSTRACT

This research is entitled “Designing a 2D Animation for Introducing Computer Hardware to Improve the Understanding of Fifth-Grade Students at MIN 2 Sragen”. This research aims to design a 2D animation using the ADDIE development model, determine the feasibility level of the 2D animation, and determine the improvement in students’ understanding after using the 2D animation. The research is limited to introducing computer hardware, including monitor, keyboard, mouse, CPU, RAM, hard disk, motherboard, and power supply for fifth-grade students at MIN 2 Sragen. This research uses a mixed-methods approach with descriptive analysis, Likert scale, and N-Gain analysis. The results show that the 2D animation was designed through five stages of the ADDIE model, namely Analysis, Design, Development, Implementation, and Evaluation. The validation results obtained a score of 85% from the media expert with a Very Feasible category and 80% from the material expert with a Feasible category. Students’ understanding was measured through pre-test and post-test involving 62 fifth-grade students. The pre-test results showed an average score of 21.29, while the post-test results were analyzed using N-Gain to determine the improvement in students’ understanding. Based on the research results, the 2D animation for introducing computer hardware was considered feasible for use as a supporting tool in delivering the material. The N-Gain analysis showed that 1 student was in the decreasing category, 1 student was in the low category, 15 students were in the medium improvement category, and 45 students were in the high improvement category. Therefore, most students experienced an improvement in understanding after the implementation of the 2D animation.

Keyword: 2D Animation, Computer Hardware, Student Understanding, ADDIE, N-Gain