

INTISARI

Penelitian ini berjudul **“Pembuatan Animasi 2D Sebagai Media Edukasi Bahaya Membuang Sampah Sembarangan Dengan Metode ADDIE Pada Siswa MI Setrorejo Wonogiri”**. Penelitian ini bertujuan untuk mengembangkan media edukasi berupa video animasi 2D sebagai media edukasi peningkatan pemahaman siswa mengenai bahaya membuang sampah sembarangan. Lingkup penelitian dibatasi pada penyampaian materi tentang pengertian sampah, dampak membuang sampah sembarangan terhadap kesehatan dan lingkungan, manfaat membuang sampah pada tempatnya. Model pengembangan yang digunakan adalah *ADDIE*, meliputi lima tahap yaitu *Analysis, Design, Development, Implementation, Evaluation*. Hasil penelitian menunjukkan bahwa proses pengembangan video edukasi dilakukan melalui penyusunan *storyboard*, pembuatan karakter dan asset visual menggunakan Adobe Animate dan Adobe Illustrator, serta penyusunan narasi yang mudah dipahami. Video edukasi kemudian diimplementasikan di MI Setrorejo Wonogiri dengan melibatkan siswa melalui *pre-test* dan *post-test*. Hasil pengujian menunjukkan adanya peningkatan pemahaman siswa setelah menonton video edukasi, yang diperkuat melalui analisis kuesioner skala *Likert* dan perhitungan *N-Gain*. Berdasarkan hasil evaluasi, perhitungan *N-Gain* terhadap 24 siswa, diperoleh rata-rata nilai *N-Gain* sebesar 0,95 yang termasuk dalam kategori tinggi. Hasil tersebut menunjukkan adanya peningkatan pemahaman siswa setelah menggunakan media edukasi animasi 2D mengenai bahaya membuang sampah sembarangan. Dari 24 siswa sebanyak 22 siswa (91,67%) memperoleh nilai *N-Gain* dalam kategori tinggi dan 2 siswa (8,33%) berada dalam kategori sedang, video edukasi animasi 2D dinilai layak dan efektif sebagai media pembelajaran dalam mendukung penyampaian materi di ruang kelas.

Kata kunci: video edukasi, animasi 2D, *ADDIE*, sampah.

ABSTRACT

This study is titled "Production of 2D Animation as Educational Media on the Dangers of Littering Using the ADDIE Method for Students at MI Setrorejo Wonogiri." The research aims to develop educational media in the form of a 2D animated video to enhance students' understanding of the dangers of littering. The scope of the study is limited to presenting material on the definition of waste, the health and environmental impacts of littering, and the benefits of proper waste disposal. The ADDIE development model was employed, comprising five stages: Analysis, Design, Development, Implementation, and Evaluation.

The results indicate that the educational video development process involved creating storyboards, designing characters and visual assets using Adobe Animate and Adobe Illustrator, and drafting an easily understandable narrative. The educational video was subsequently implemented at MI Setrorejo Wonogiri, involving students through pre-tests and post-tests. Testing results demonstrated an improvement in student understanding after watching the video, a finding supported by Likert-scale questionnaire analysis and N-Gain calculations.

Based on the evaluation and N-Gain calculations for 24 students, the average N-Gain score was 0.95, placing it in the high category. These results indicate an improvement in student understanding following the use of 2D animated educational media regarding the dangers of littering. Of the 24 students, 22 (91.67%) achieved N-Gain scores in the high category, while 2 (8.33%) fell into the medium category; the 2D animated educational video was deemed suitable and effective as a learning medium to support classroom instruction.

Keyword: educational video, 2D animation, ADDIE, waste.