

INTISARI

Penelitian berjudul *Pengembangan Media Pembelajaran Animasi 2D pada Materi Sistem Pernapasan Siswa Kelas 5 SDN Kroyo 1 Sragen* bertujuan mengembangkan media animasi 2D, mengetahui kelayakan media berdasarkan penilaian ahli materi dan ahli media, serta mengetahui tingkat pemahaman siswa setelah penggunaannya. Penelitian menggunakan pendekatan *mixed method* dengan sifat deskriptif dan model ADDIE yang terdiri atas *Analysis, Design, Development, Implementation*, dan *Evaluation*. Analisis data dilakukan secara deskriptif, menggunakan skala Likert untuk validasi dan *N-Gain* untuk mengukur peningkatan pemahaman siswa. Media yang dikembangkan memuat materi sistem pernapasan, organ dan fungsinya, inspirasi dan ekspirasi, pertukaran gas pada alveolus, serta cara menjaga kesehatan sistem pernapasan. Hasil validasi ahli materi memperoleh 84,72% dan ahli media 91,67%, keduanya termasuk kategori sangat layak. Dari 48 siswa, diperoleh rata-rata *pretest* sebesar 50,56 dan *posttest* sebesar 77,22. Hasil perhitungan *N-Gain* sebesar 0,54 atau 53,94% berada pada kategori sedang. Dengan demikian, media animasi 2D dinyatakan sangat layak dan dapat membantu meningkatkan pemahaman siswa terhadap materi sistem pernapasan manusia.

Kata kunci: Animasi 2D, Sistem Pernapasan, Media Pembelajaran, ADDIE, *N-Gain*

ABSTRACT

This study, entitled Development of 2D Animation Learning Media on the Human Respiratory System for Grade 5 Students of SDN Kroyo 1 Sragen, aims to develop 2D animation learning media, determine the feasibility of the media based on material and media expert assessments, and determine students' understanding after using the media. This study employed a mixed-method approach with a descriptive design and the ADDIE development model, consisting of Analysis, Design, Development, Implementation, and Evaluation. Data were analyzed descriptively, using a Likert scale for validation results and N-Gain analysis to measure the improvement in students' understanding. The developed media presents materials on the human respiratory system, respiratory organs and their functions, inspiration and expiration, gas exchange in the alveoli, and ways to maintain respiratory health. The material expert validation obtained a score of 84.72%, while the media expert validation obtained 91.67%, both categorized as highly feasible. Among 48 students, the average pretest score was 50.56, while the average posttest score was 77.22. The N-Gain value was 0.54 or 53.94%, categorized as moderate. Therefore, the developed 2D animation learning media is highly feasible and can help improve students' understanding of the human respiratory system.

Keywords: 2D Animation, Respiratory System, Learning Media, ADDIE, N-Gain