

INTISARI

Penelitian yang dilakukan berjudul “Perancangan Animasi 2D sebagai Media Edukasi Pemilahan Sampah Organik dan Anorganik untuk Siswa SDN 2 Dukuh Boyolali” dilatarbelakangi oleh masih banyaknya siswa yang salah pilah sampah organik dan anorganik karena belum memahami perbedaannya. Penelitian bertujuan merancang animasi 2D sebagai media edukasi, mengetahui peningkatan pemahaman siswa, serta mengetahui kelayakan media berdasarkan penilaian ahli. Media dikembangkan menggunakan metode *Multimedia Development Life Cycle* (MDLC) yang terdiri atas tahap *Concept*, *Design*, *Material Collecting*, *Assembly*, *Testing*, dan *Distribution*. Peningkatan pemahaman dianalisis menggunakan N-Gain, sedangkan kelayakan media dianalisis menggunakan persentase skala Likert. Hasil penelitian berupa video animasi 2D berformat MP4 berdurasi 3 menit 26 detik dengan karakter Budi, Andi, dan Guru. Pengujian teknis menunjukkan video dapat diputar dengan baik dan ditayangkan melalui televisi kelas. Validasi ahli media memperoleh kelayakan 87,5% dan ahli materi 85,29%, keduanya berkategori Sangat Layak. Nilai rata-rata pre-test sebesar 45,3 meningkat menjadi 87,7 pada post-test, dengan N-Gain 0,7751 (kategori Tinggi) dan efektivitas 77,51% (kategori Efektif).

Kata kunci: Animasi 2D, Media Edukasi, Sampah Organik, Sampah Anorganik, MDLC

ABSTRACT

The research entitled “Designing 2D Animation as an Educational Media for Organic and Inorganic Waste Sorting for Students of SDN 2 Dukuh Boyolali” was motivated by students’ incorrect sorting of organic and inorganic waste due to a lack of understanding of the difference. It aims to design 2D animation as an educational medium, measure the improvement in students’ understanding, and assess feasibility based on expert evaluations. The media was developed using the Multimedia Development Life Cycle (MDLC) method (Concept, Design, Material Collecting, Assembly, Testing, and Distribution). Improvement was analyzed using N-Gain and feasibility using Likert scale percentages. The result is a 2D animation video (MP4) lasting 3 minutes and 26 seconds, featuring Budi, Andi, and a teacher. Technical testing showed that the video played properly on a classroom television. Media and material expert validations reached 87.5% and 85.29%, respectively, both categorized as Very Feasible. The average score rose from 45.3 (pre-test) to 87.7 (post-test), with an N-Gain of 0.7751 (High) and an effectiveness of 77.51% (Effective).

Keywords: 2D Animation, Educational Media, Organic Waste, Inorganic Waste, MDLC