INTISARI

Penelitian ini bertujuan untuk membuat video animasi 2D sebagai media pembelajaran materi bangun datar bagi siswa sekolah dasar, serta menguji kelayakan dan efektivitasnya. Materi dalam video difokuskan pada bentuk, ciri-ciri, sifat, keliling, dan luas bangun datar. Penelitian menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Video dibuat menggunakan Adobe After effect dengan menyajikan animasi, narasi, contoh, dan latihan soal untuk membantu siswa memahami materi bangun datar. Hasil validasi ahli media menunjukkan persentase kelayakan sebesar 77,5% atau termasuk kategori sangat layak. Selanjutnya, uji coba dilakukan terhadap 18 siswa kelas III dan IV menggunakan instrumen *Pre-Test* dan *Post-Test*. Hasil analisis menunjukkan rata-rata nilai *Pre-Test* sebesar 47,78 meningkat menjadi 80,83 pada *Post-Test*. Perolehan N-Gain sebesar 0,62 atau 62,63% dengan kategori sedang dan cukup efektif. Dengan demikian, video animasi 2D materi bangun datar menggunakan Adobe After effect dinyatakan sangat layak dan cukup efektif digunakan sebagai media pembelajaran bagi siswa sekolah dasar.

Kata kunci: Video Animasi 2D, Bangun Datar, Adobe After effect, ADDIE, N-Gain

ABSTRACT

This study aims to create a 2D animated video as a learning medium for plane geometry materials for elementary school students, as well as to examine its feasibility and effectiveness. The material presented in the video focuses on the shapes, characteristics, properties, perimeter, and area of plane figures. This study uses the ADDIE development model (*Analysis, Design, Development, Implementation, Evaluation*). *The video was created using Adobe After effect and presents animation, narration, examples, and quizzes to help students understand plane geometry. The results of media expert validation showed a feasibility percentage of 77.5%, which was categorized as highly feasible. Furthermore, the trial was conducted with 18 third- and fourth-grade students using Pre-Test and Post-Test instruments. The analysis showed that the average Pre-Test score of 47.78 increased to 80.83 in the Post-Test. The N-Gain score was 0.62 or 62.63%, categorized as moderate and sufficiently effective. Therefore, the 2D animated video on plane geometry created using Adobe After effect was considered highly feasible and sufficiently effective as a learning medium for elementary school* students.

Keywords: 2D Animated Video, Plane Geometry, Adobe After effect, ADDIE, N-Gain