

INTISARI

Penelitian ini bertujuan untuk merancang dan mengembangkan media pembelajaran interaktif 2D pada mata pelajaran Bahasa Jawa, khususnya materi Aksara Jawa, dengan studi kasus di SD Negeri 02 Pandeyan. Latar belakang penelitian didasarkan pada permasalahan siswa kelas 3 yang masih mengalami kesulitan dalam mengenal, menghafal, serta menuliskan aksara Jawa dengan benar akibat keterbatasan media pembelajaran konvensional. Model pengembangan yang digunakan adalah ADDIE (*Analysis, Design, Development, Implementation, Evaluation*), dengan teknik pengumpulan data melalui observasi, wawancara, kuesioner, serta *pre-test* dan *post-test*. Hasil pengembangan berupa aplikasi interaktif berbasis desktop yang dilengkapi dengan materi aksara Jawa, sandhangan, pasangan, kuis, serta *game puzzle* edukatif. Pengujian menunjukkan adanya peningkatan pemahaman siswa, yang ditunjukkan melalui analisis N-Gain dengan kategori “sedang–tinggi”. Selain itu, respon guru dan siswa terhadap media ini berada pada kategori “sangat baik”, sehingga media layak digunakan sebagai pendukung pembelajaran. Kesimpulannya, media pembelajaran interaktif 2D ini efektif untuk meningkatkan motivasi dan pemahaman siswa dalam mempelajari aksara Jawa. Pengembangan lebih lanjut dapat diarahkan pada perluasan platform berbasis mobile dan integrasi teknologi augmented reality agar pembelajaran lebih fleksibel dan menarik.

Kata kunci: Aksara Jawa, Animasi 2D, ADDIE, Media Pembelajaran Interaktif, N-Gain

ABSTRACT

This research aims to design and develop 2D interactive learning media for Javanese language, specifically Javanese script, using a case study at SD Negeri 02 Pandeyan. The research background is based on the challenges faced by third-grade students who continue to experience difficulties in recognizing, memorizing, and correctly writing Javanese script due to the limitations of conventional learning media. The development model used was ADDIE (Analysis, Design, Development, Implementation, Evaluation), with data collection techniques including observation, interviews, questionnaires, and pre- and post-tests. The results of the development are a desktop-based interactive application equipped with Javanese script materials, sandhangan (sandhangan), pairing, quizzes, and educational puzzle games. Testing showed an increase in student understanding, as demonstrated by the N-Gain analysis, which was categorized as "moderate-high." Furthermore, teacher and student responses to this media were categorized as "very good," making it suitable for use as a learning support tool. In conclusion, this 2D interactive learning media is effective in increasing student motivation and understanding in learning Javanese script. Further development can be directed at expanding the mobile-based platform and integrating augmented reality technology for more flexible and engaging learning.

Keywords: Javanese Script, 2D Animation, ADDIE, Interactive Learning Media, N-Gain