

INTISARI

Penelitian ini berjudul “Pengembangan Video Pembelajaran Berbasis Motion Graphic pada Materi Penjaskes Senam Lantai (Studi Kasus: SMP N 1 Karangdowo)”. Tujuan penelitian adalah untuk merancang serta mengimplementasikan media pembelajaran berbentuk video animasi berbasis *motion graphic* pada materi senam lantai, khususnya gerakan roll depan dan roll belakang, guna meningkatkan pemahaman dan keterampilan siswa. Permasalahan utama yang dihadapi adalah banyaknya siswa yang mengalami kesulitan dalam memahami teknik gerakan senam lantai karena keterbatasan media pembelajaran konvensional. Metode yang digunakan adalah metode penelitian dan pengembangan dengan model ADDIE (Analysis, Design, Development, Implementation, dan Evaluation). Pada tahap pengembangan, media dibuat menggunakan perangkat lunak Adobe Illustrator dan Adobe After Effects. Uji coba dilakukan pada siswa kelas VIII SMP Negeri 1 Karangdowo dengan melibatkan 30 responden. Data dikumpulkan melalui observasi, wawancara, serta penyebaran kuesioner yang dianalisis menggunakan skala Likert untuk menilai kelayakan media. Hasil penelitian menunjukkan bahwa video pembelajaran berbasis *motion graphic* dinilai layak dan efektif digunakan sebagai media pembelajaran. Respon siswa menunjukkan tingkat ketertarikan yang tinggi pada aspek grafis, animasi, dan penyajian materi. Selain itu, terjadi peningkatan pemahaman siswa yang ditunjukkan melalui perbandingan hasil pretest dan posttest.

Kata kunci: Motion Graphic, Video Pembelajaran, Senam Lantai, Penjasorkes, ADDIE

ABSTRACT

This research is entitled “Development of Motion Graphic-Based Learning Video on Physical Education Subject of Floor Gymnastics (Case Study: SMP N 1 Karangdowo)”. The purpose of this study is to design and implement an animated instructional video using motion graphics on floor gymnastics material, particularly the forward roll and backward roll, to improve students’ understanding and skills. The main problem addressed is the difficulty experienced by many students in mastering floor gymnastics techniques due to the limitations of conventional teaching media. The research method employed was Research and Development (R&D) using the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The instructional media was developed using Adobe Illustrator and Adobe After Effects. The trial was conducted on 30 eighth-grade students of SMP Negeri 1 Karangdowo. Data were collected through observation, interviews, and questionnaires, which were analyzed using the Likert scale to measure the feasibility of the media. The results showed that the motion graphic-based learning video was feasible and effective to be used as a learning medium. Students demonstrated high levels of interest in the graphic, animation, and material presentation aspects. Moreover, there was a significant improvement in students’ understanding as shown by the comparison between pretest and posttest results.

Keywords: Motion Graphic, Learning Video, Floor Gymnastics, Physical Education, ADDIE