

INTISARI

Penelitian ini berjudul “Pengembangan Media Pembelajaran Interaktif Ilmu Pengetahuan Alam Sosial Materi Daur Hidup Hewan Kelas IV SD (Studi Kasus: SD Negeri Kebonharjo)” dengan tujuan menghasilkan media pembelajaran interaktif berbasis animasi 2D pada Android untuk membantu siswa memahami konsep daur hidup hewan. Penelitian menggunakan model pengembangan ADDIE (Analysis, Design, Development, Implementation, Evaluation) yang mencakup analisis kebutuhan, perancangan media, pengembangan produk, implementasi di kelas, dan evaluasi efektivitas. Hasil uji kelayakan oleh ahli materi dan ahli media menunjukkan kategori “Sangat Layak” dengan persentase di atas 85%, sementara hasil belajar siswa mengalami peningkatan signifikan setelah penggunaan media dibandingkan sebelum penggunaan. Temuan ini membuktikan bahwa media pembelajaran interaktif yang dikembangkan efektif meningkatkan pemahaman, motivasi, dan minat belajar siswa, sehingga dapat menjadi alternatif solusi inovatif dalam mendukung pembelajaran IPAS di sekolah dasar.

Kata kunci: media pembelajaran interaktif, animasi 2D, daur hidup hewan, ADDIE, sekolah dasar.

ABSTRACT

This research, entitled “Development of Interactive Learning Media for Natural and Social Sciences on the Topic of Animal Life Cycle for Fourth Grade Elementary School Students (Case Study: SD Negeri Kebonharjo)”, aims to develop interactive 2D animation-based learning media on Android to support students’ understanding of the animal life cycle concept. The study employed the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation), covering needs analysis, media design, product development, classroom implementation, and effectiveness evaluation. The feasibility test by material and media experts rated the media as “Highly Feasible” with an average percentage above 85%, while students’ learning outcomes significantly improved after using the media compared to before. These results indicate that the developed interactive learning media is effective in enhancing students’ understanding, motivation, and interest in learning, making it a valuable innovative solution to support Natural and Social Sciences learning in elementary schools.

Keywords: interactive learning media, 2D animation, animal life cycle, ADDIE, elementary school