

INTISARI

Penelitian ini bertujuan mengembangkan media pembelajaran interaktif berbasis Android menggunakan Adobe Animate pada materi Persebaran Flora dan Fauna di Indonesia untuk siswa kelas V SD Negeri 01 Karanglo. Latar belakang penelitian ini menunjukkan rendahnya pemahaman siswa, dimana hasil *pre-test* terhadap 28 siswa memperlihatkan hanya 6 siswa (21,42%) mencapai nilai KKM, sedangkan 22 siswa (78,58%) belum tuntas. Metode yang digunakan adalah ADDIE. Produk yang dikembangkan berupa aplikasi animasi 2D interaktif yang memuat materi zona Asiatis, Peralihan, dan Australis, dilengkapi narasi audio, kuis, dan game edukatif. Hasil validasi Ahli Materi dan Ahli Media menunjukkan kategori sangat layak (81%). Pengujian *Black Box* membuktikan seluruh fitur berjalan dengan baik. Uji efektivitas menggunakan *N-Gain* menunjukkan peningkatan pemahaman siswa dalam kategori cukup efektif (56%), serta peningkatan ketuntasan belajar setelah penggunaan media. Disimpulkan bahwa media pembelajaran interaktif berbasis Adobe Animate efektif meningkatkan pemahaman, minat dan ketuntasan belajar siswa pada materi Persebaran Flora dan Fauna di Indonesia.

Kata kunci: Media Pembelajaran, Persebaran Flora dan Fauna, Metode ADDIE, Adobe Animate, *N-Gain*, Ilmu Pengetahuan Alam dan Sosial.

ABSTRACT

This study aims to develop an Android based interactive learning media using Adobe Animate on the Distribution of Flora and Fauna in Indonesia material for fifth grade students of SD Negeri 01 Karanglo. The background of the study showed low student understanding, where the pre-test results of 28 students showed that only 6 students (21,42%) achieved the KKM, while 22 students (78,58%) had not completed it. The method used was ADDIE. The product developed was an interactive 2D animation application containing the Asiatic, Transition, and Australis zones material, equipped with audio narration, quizzes, and educational games. The validation results from Material Expert and Media Experts and Media Experts showed a very feasible category (81%). Black Box testing proved that all features worked well. The effectiveness test using N-Gain showed an increase in student understanding in the category of quite effective to effective (56%), as well as an increase in learning completeness after using the media. It was concluded that the interactive learning media based on Adobe Animate was effective in increasing students understanding, interest, and learning completeness on the Distribution of Flora and Fauna in Indonesia material.

Keyword: Interactive Learning Media, Distribution of Flora dan Fauna, ADDIE Method, Adobe Animate, N-Gain, Natural and Social Sciences.