

INTISARI

Penelitian ini berjudul “Pembuatan Video Pembelajaran Animasi 2D Materi Perubahan Energi untuk Siswa Kelas IV (Studi Kasus: SD Negeri 2 Tempursari)”. Penelitian ini bertujuan menghasilkan media pembelajaran yang dapat membantu siswa memahami materi perubahan energi melalui penyajian yang menarik, sederhana, dan sesuai dengan karakteristik siswa sekolah dasar. Materi yang dibahas merupakan bagian dari IPAS yang mencakup pengertian energi, perubahan energi, serta contoh penerapannya dalam kehidupan sehari-hari. Pengembangan media menggunakan model *Multimedia Development Life Cycle* (MDLC) yang terdiri atas *concept*, *design*, *material collecting*, *assembly*, *testing*, dan *distribution*. Pengumpulan data diperoleh melalui observasi, wawancara, studi Pustaka, kuesioner, serta *pre-test* dan *post-test*. Hasil validasi menunjukkan persentase penilaian ahli media sebesar 87,5% dan ahli materi sebesar 100%, sedangkan respons siswa mencapai 90,1%. Ketiga hasil penilaian tersebut termasuk kategori Sangat Layak. Jumlah nilai *pre-test* yang diperoleh siswa adalah 1.580, sementara jumlah nilai *post-test* mencapai 2.100. Hasil perhitungan *N-Gain* memperoleh nilai 0,63 atau 63% yang termasuk kategori Sedang dengan tingkat efektivitas Cukup Efektif. Berdasarkan hasil tersebut, video pembelajaran animasi 2D dinilai Sangat Layak sebagai media pendukung pembelajaran dan Cukup Efektif membantu meningkatkan pemahaman siswa kelas IV terhadap materi perubahan energi dan dapat digunakan dalam kegiatan pembelajaran di sekolah dasar.

Kata kunci: Video Pembelajaran, Animasi 2D, Perubahan Energi, MDLC, *N-Gain*.

ABSTRACT

This study is entitled “Development of a 2D Animated Learning Video on Energy Transformation for Fourth-Grade Students (Case Study: SD Negeri 2 Tempursari).” The purpose of this study was to develop learning media that could help students understand energy transformation through an engaging, simple, and age-appropriate presentation. The material discussed is part of IPAS and covers the definition of energy, energy transformation, and examples of its application in everyday life. The media was developed using the Multimedia Development Life Cycle (MDLC) model, which consists of concept, design, material collecting, assembly, testing, and distribution. Data were collected through observation, interviews, literature study, questionnaires, pre-tests, and post-tests. The validation results showed that the media expert assessment reached 87.5%, while the material expert assessment reached 100%. Meanwhile, the students’ responses obtained a percentage of 90.1%. All three assessment results were categorized as Highly Feasible. The total pre-test score obtained by the students was 1,580, while the total post-test score reached 2,100. The N-Gain calculation resulted in a score of 0.63 or 63%, which was categorized as Moderate, with an effectiveness level of Fairly Effective. Based on these results, the 2D animated learning video was considered Highly Feasible as supporting learning media and Fairly Effective in improving fourth-grade students’ understanding of energy transformation. Therefore, the media can be used to support learning activities for elementary school students.

Keywords: Learning Video, 2D Animation, Energy Transformation, MDLC, N-Gain.