

INTISARI

Penelitian ini bertujuan mengembangkan media pembelajaran animasi 2D untuk materi pengenalan kalimat sempurna dan tidak sempurna bagi siswa kelas 2 SD Negeri 1 Cokro. Pengembangan media dilakukan menggunakan model ADDIE (Analysis, Design, Development, Implementation, Evaluation) dan dirancang dengan Adobe Animate melalui teknik Bone Tool, Swap Symbol, serta Camera Tool. Tingkat kelayakan media diuji oleh ahli media dan materi, sementara efektivitasnya diukur melalui *pre-test*, *post-test*, dan analisis N-Gain. Hasil penelitian membuktikan bahwa media ini tergolong "sangat layak" dengan persentase kelayakan sebesar 80% dari ahli media dan 84,72% dari ahli materi. Uji efektivitas menunjukkan adanya peningkatan hasil belajar siswa, terlihat dari kenaikan rata-rata nilai *pre-test* (54,25) menjadi nilai *post-test* (86,5). Perolehan skor rata-rata N-Gain sebesar 0,70 (70,08%) mengonfirmasi peningkatan pemahaman siswa setelah menggunakan media tersebut. Kesimpulannya, media pembelajaran animasi 2D ini sangat layak dan efektif dalam meningkatkan pemahaman siswa. Media ini dapat diandalkan sebagai alternatif penyampaian materi Bahasa Indonesia yang lebih komunikatif dan menarik.

Kata kunci: Animasi 2D, Media Pembelajaran, Kalimat Sempurna, Kalimat Tidak Sempurna, ADDIE.

ABSTRACT

This study aims to develop a 2D animation-based learning media for introducing perfect and imperfect sentences to second-grade students at SD Negeri 1 Cokro. The media development utilized the ADDIE (Analysis, Design, Development, Implementation, Evaluation) model and was designed using Adobe Animate with Bone Tool, Swap Symbol, and Camera Tool techniques. The feasibility of the media was evaluated by media and subject matter experts, while its effectiveness was measured through pre-test, post-test, and N-Gain analysis. The results showed that the media is categorized as 'highly feasible,' obtaining a feasibility percentage of 80% from media experts and 84.72% from subject matter experts. The effectiveness test indicated an improvement in student learning outcomes, evidenced by the increase in the average pre-test score (54.25) to the post-test score (86.5). An average N-Gain score of 0.70 (70,08%) confirmed the enhancement of students' understanding after using the media. In conclusion, this 2D animation learning media is highly feasible and effective in improving students' understanding. It can be relied upon as a more communicative and engaging alternative for delivering Indonesian language materials.

Keywords: 2D Animation, Learning Media, Perfect Sentences, Imperfect Sentences, ADDIE.