

ABSTRAK

Prasetyo, Agung. 2025. Pengembangan Media Pembelajaran Video Animasi Berbasis Aplikasi *Benime* Pada Materi Puisi Rakyat Dalam Model Pembelajaran *Team Games Tournament*. Skripsi. Fakultas Ilmu Budaya. Universitas Jenderal Soedirman.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran video animasi berbasis aplikasi Benime pada materi puisi rakyat dan mendeskripsikan implementasinya di kelas VII SMP/MTs. Metode yang digunakan adalah Research and Development (R&D) dengan model ADDIE yang terdiri dari tahapan analisis, desain, pengembangan, implementasi, dan evaluasi. Data dikumpulkan melalui angket analisis kebutuhan guru, angket validasi ahli materi dan ahli media, serta angket respons peserta didik. Hasil penelitian menunjukkan bahwa video animasi yang dikembangkan dinyatakan sangat valid oleh ahli materi (98,75%) dan ahli media (91,25%). Selain itu, berdasarkan angket respons peserta didik, media ini mendapatkan tanggapan yang sangat positif, dengan rata-rata persentase keseluruhan 82% dan dikategorikan sebagai "sangat valid". Temuan ini mengindikasikan bahwa media pembelajaran video animasi berbasis aplikasi Benime efektif dalam mengatasi masalah kebosanan siswa dan kesulitan memahami konsep puisi rakyat yang abstrak.

Kata Kunci: R&D, Video Animasi, Benime, Puisi Rakyat, Media Pembelajaran.

ABSTRAC

Prasetyo, A. (2025). Development of Video Animation Learning Media Based on the Benime Application for Folk Poetry Material in the Team Games Tournament Learning Model (Undergraduate Thesis). Jenderal Soedirman University.

This study aims to develop a video animation learning medium based on the Benime application for folk poetry material and to describe its implementation in Grade VII of SMP/MTs. The method used is Research and Development (R&D) with the ADDIE model, consisting of analysis, design, development, implementation, and evaluation stages. Data were collected through a teacher needs analysis questionnaire, material and media expert validation questionnaires, and a student response questionnaire. The results show that the developed video animation was declared highly valid by the material expert (98.75%) and media expert (91.25%). Additionally, based on the student response questionnaire, the medium received a very positive response, with an overall average percentage of 82% and categorized as "highly valid"**. These findings indicate that the video animation learning medium based on the Benime application is effective in addressing student boredom and difficulty in understanding the abstract concepts of folk poetry.

Keywords: R&D, Video Animation, Benime, Folk Poetry, Learning Media