

**THE USE OF ANIMATION VIDEO ON MOTIVATION AND LEARNING OUTCOMES
OF HIGH SCHOOL STUDENT
ON CELL THEORY**

ABSTRACT

The use of media in learning is something that needs to be prioritized when learning using the online method (in the network) in order to break the chain of the COVID-19 virus. In this study, the authors chose animated video as a learning medium. In addition, researchers also want to know about the use of animated video media on motivation and learning outcomes. Motivation and learning outcomes are two different things. Motivation is an internal factor that encourages students to do something. Learning outcomes are a result of the learning process. So, in this title, it can link the animated video media to motivation and learning outcomes. This study uses the Quasy Experimental Design type Non-equivalent Control Group Design with Pre-Test and Post-Test. The sample used in this study was class XI MIPA 1 and XI MIPA 2 with a total of 27 students. The data collection technique in this study using purposive sampling. Data collection was carried out by means of observation to determine the learning activities of students when learning took place. There are 2 (two) tools used in this study, namely a questionnaire to determine learning motivation, and a test item to determine student learning outcomes. The data analysis used the N-gain formula and the MANOVA test. From the results of the n-gain it shows the number 0.49 in the moderate category, the MANOVA test shows sig. 0.017, which means that the animated video has a significant effect on motivation and learning outcomes.

Keywords: Animation Video, Motivation, Learning outcomes, Cell theory.