

THE EFFECT OF INTERACTIVE ANIMATION MEDIA TO INCREASE STUDENT LEARNING OUTCOMES IN SCIENCE LEARNING ABOUT ANIMAL AND HUMAN MOVEMENT ORGANS

By

Abdul Fajar Ilmi

185060022

ABSTRACT

This study aims to determine the effect of animation media on science learning outcomes in class V UPTD SDN 2 Loyang, Cikedung District, Indramayu Regency. This type of research uses quantitative research, with a quasi-experimental approach (quasi-experimental). The design of this study used the Nonequivalent Control Group Design. While sampling with saturated sampling technique, because all the population in this study was used as a sample. This study used two classes, namely class V UPTD SDN 1 Loyang opened 25 people as a control class, and class V UPTD SDN II Loyang opened 25 people as an experimental class. The variables used in this study consisted of independent variables, namely animation media and the variables used were science learning outcomes. Data collection techniques using observation, tests, and documentation. The data analysis technique used t-test.

After doing the research, the researchers got the results that there was an effect of using animation media on student learning outcomes in science learning about animal and human movement organs. This can be seen from the post-test results for class V (control class) which has an average value of 9.76, while the results of the post-test class (experimental class) have an average value of 11.76. This result is also seen from the hypothesis by using the "t" test of two groups that the value obtained, $t_{count} = 3.303$ when consulted with t_{table} with df 47 at a significant level of 5% 0.248, thus $t_{count} > t_{table}$ ($3.303 > 1.671$) which means H_a is accepted H_o is rejected, namely there is an effect of using animation media on student learning outcomes in science learning in class V UPTD SDN 2 Loyang, Cikedung District, Indramayu Regency.

Keywords: Animation Media, Science Learning, Learning Outcomes.