

Pengaruh Penggunaan Media Video Animasi Terhadap Hasil Belajar IPAS di Sekolah Dasar

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ABSTRAK

Penelitian ini bertujuan untuk membuktikan apakah terdapat pengaruh penggunaan media video animasi terhadap hasil belajar IPAS di sekolah dasar di SDN Cariumulya III Dusun Cariumulya Desa Cariumulya Kecamatan Telagasari Kabupaten Karawang. Penelitian ini menggunakan pendekatan kuantitatif dengan metode *Pre-Experiment dengan tipe One-Group Pretest-Posttest design*. Populasi pada penelitian ini yaitu seluruh siswa SDN Cariumulya III tahun ajaran 2023/2024 dengan teknik pengambilan sampel menggunakan *purposive sampling* sehingga sampel didapatkan dari kelas IV berjumlah 30 siswa. Teknik pengumpulan data pada penelitian ini yaitu menggunakan *pretest-posttest*, teknik analisis data menggunakan statistik deskriptif, statistik inferensial, uji normalitas, uji homogenitas, dan uji hipotesis menggunakan uji t dengan rumus *paired samples test* pada software SPSS Ver.24 for windows diperoleh nilai sig. (2-tailed) untuk *pretest-posttest* yaitu $0,000 < 0,05$, maka H_0 ditolak. Artinya dari uji hipotesis terdapat perbedaan rata-rata hasil belajar IPAS di sekolah dasar antara hasil *pretest* dan *posttest*.

Kata Kunci : Media Video Animasi, hasil belajar IPAS.

KARAWANG

**The Effect of Using Animation Video Media on Science Learning Outcomes
in Elementary Schools**

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ABSTRACT

This research aims to prove whether there is an influence of the use of animated video media on science learning outcomes in elementary schools at SDN Cariumulya III, Cariu Hamlet, Cariumulya Village, Telagasari District, Karawang Regency. This research uses a quantitative approach with the Pre-Experiment method with a One-Group Pretest-Posttest design type. The population in this study were all students at SDN Cariumulya III for the 2023/2024 academic year with a sampling technique using purposive sampling so that the sample was obtained from class IV totaling 30 students. The data collection technique in this research is using pretest-posttest, data analysis techniques using descriptive statistics, inferential statistics, normality test, homogeneity test, and hypothesis testing using the t test with the paired samples test formula in SPSS Ver.24 for Windows software to obtain a sig value. . (2-tailed) for pretest-posttest, namely $0.000 < 0.05$, then H_0 is rejected. This means that from the hypothesis test there is a difference in the average science learning outcomes in elementary schools between the pretest and posttest results.

Keywords: Animation Video Media, science learning outcomes.



KARAWANG