

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN ANIMASI BERBASIS *COOPERATIVE LEARNING* MATERI CERITA RAKYAT UNTUK MENINGKATKAN HASIL BELAJAR PADA MATA PELAJARAN BAHASA LAMPUNG DI SEKOLAH DASAR

Oleh

APRILIA NURSANTI

Penelitian ini bertujuan untuk mengembangkan media pembelajaran animasi berbasis *Cooperative Learning* pada materi cerita rakyat untuk meningkatkan hasil belajar siswa pada mata pelajaran Bahasa Lampung kelas IV Sekolah Dasar. Latar belakang penelitian ini didasari oleh rendahnya minat, partisipasi, dan hasil belajar siswa dalam pembelajaran Bahasa Lampung yang masih didominasi metode konvensional serta minimnya penggunaan media pembelajaran yang menarik dan sesuai dengan karakteristik perkembangan kognitif siswa sekolah dasar. Selain itu, pembelajaran cerita rakyat sebagai sarana pelestarian budaya lokal belum dioptimalkan secara efektif. Penelitian ini menggunakan metode penelitian dan pengembangan (*Research and Development*) dengan model ADDIE yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian adalah siswa kelas IV SD Negeri 3 Rajabasa, dengan kelas eksperimen dan kelas kontrol. Teknik pengumpulan data meliputi angket, tes hasil belajar, dan dokumentasi. Validitas media diuji oleh ahli materi, ahli media, dan ahli bahasa. Kepraktisan media diukur melalui respons guru dan siswa, sedangkan efektivitas media dianalisis melalui uji N-Gain, uji normalitas, uji homogenitas, uji-t, serta perhitungan *effect size*. Hasil penelitian menunjukkan bahwa media pembelajaran animasi berbasis *Cooperative Learning* dinyatakan sangat valid berdasarkan penilaian para ahli, praktis digunakan dalam proses pembelajaran, dan efektif dalam meningkatkan hasil belajar siswa. Peningkatan hasil belajar terlihat dari perbedaan signifikan antara nilai pretest dan posttest pada kelas eksperimen dibandingkan dengan kelas kontrol. Selain meningkatkan aspek kognitif, penggunaan media ini juga mendorong keaktifan, kerja sama, dan minat belajar siswa terhadap Bahasa Lampung serta memperkuat pemahaman nilai-nilai budaya lokal yang terkandung dalam cerita rakyat. Dengan demikian, media pembelajaran animasi berbasis *Cooperative Learning* layak digunakan sebagai alternatif inovatif dalam pembelajaran Bahasa Lampung di sekolah dasar untuk meningkatkan hasil belajar sekaligus mendukung pelestarian budaya daerah.

Kata kunci: Media Pembelajaran Animasi, *Cooperative Learning*, Cerita Rakyat, Hasil Belajar, Bahasa Lampung.

ABSTRACT

DEVELOPMENT OF ANIMATION-BASED LEARNING MEDIA INTEGRATED WITH COOPERATIVE LEARNING ON FOLKLORE MATERIALS TO IMPROVE LEARNING OUTCOMES IN LAMPUNG LANGUAGE SUBJECTS AT ELEMENTARY SCHOOL LEVEL

By

APRILIA NURSANTI

This study aimed to develop animation-based learning media integrated with Cooperative Learning on folklore materials to improve students' learning outcomes in Lampung Language subjects for fourth-grade elementary school students. The background of this research was the low level of students' interest, participation, and learning outcomes, which were caused by conventional teaching methods and the limited use of engaging learning media that aligned with the cognitive characteristics of elementary school students. In addition, the potential of folklore as a medium for preserving local culture had not been optimally utilized in classroom learning. This research employed a Research and Development method using the ADDIE model, which consisted of analysis, design, development, implementation, and evaluation stages. The research subjects were fourth-grade students of SD Negeri 3 Rajabasa, involving an experimental class and a control class. Data were collected through questionnaires, learning outcome tests, and documentation. The validity of the developed media was evaluated by material experts, media experts, and language experts. Media practicality was measured through teacher and student responses, while effectiveness was analyzed using N-Gain analysis, normality test, homogeneity test, independent sample t-test, and effect size calculation. The results indicated that the animation-based learning media integrated with Cooperative Learning was highly valid, practical, and effective in improving students' learning outcomes. A significant improvement was observed in the posttest scores of the experimental class compared to the control class. Furthermore, the use of this media not only enhanced students' cognitive achievement but also increased their learning motivation, cooperation, and active participation during the learning process. It also helped strengthen students' understanding of local cultural values embedded in Lampung folklore. In conclusion, animation-based learning media integrated with Cooperative Learning was suitable to be implemented as an innovative alternative in Lampung Language learning at the elementary school level, contributing to both academic achievement and local cultural preservation.

Keywords: Animation Learning Media, Cooperative Learning, Folklore, Learning Outcomes, Lampung Language.