DEVELOPMENT OF ANIMATION VIDEO LEARNING MEDIA IN MATERIALS OF ANIMAL CLASSIFICATION BASED ON TYPE AT SDN 2 LAMTEUBA

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ABSTRACT

Learning media always develops every year, one of which is animation. Basically, animation is a form of entertainment, and by making learning media it can make children, especially elementary school students, happier in learning. The learning method used in elementary schools still uses the lecture or face-to-face method to students, so it is necessary to add more interesting learning media. In the learning process the teacher only uses the media as a guide in teaching, especially science learning, as a result it is difficult for students to know clearly about living things, especially in the Material of Classifying Animals by Type. In this study the authors took research material from observations and interviews with several elementary school students, teachers and related parties. For this reason, the author developed an Animated Video Learning Media on Material Classifying Animals by Type at SDN 2 Lamteuba, so that it becomes a solution for elementary school students in learning types of animal classifications as well as simplifying and increasing efficiency in the learning process.

Keywords: Media, Animation, Interactive, Classification of Animals.

1. INTRODUCTION

Learning media always develops every year, starting from the use of visual media, print media, and interactive media such as animation. Each medium has its own advantages and disadvantages. For example, print media tends to use standardized languages that are difficult for children to understand. Of all the types of interactive learning media introduced, learning media through animation has more value. Because basically animation is a form of entertainment, and by using it as a learning media it can make children, especially elementary school students, happier in learning.

SD Negeri 2 Lamteuba Aceh Besar is a public school located in Ateuk Village, Seulimum District, Aceh Besar District, Aceh Province. The learning method used at the school still uses the lecture or face-to-face method to students, so it needs to be replaced with more interesting learning media. The learning media that the author will introduce is one of the lessons in SD Negeri 2 Lamteuba, especially for grade 3, namely science subjects, which are subjects that study a lot about living things and the universe, one of which is the classification of animals. Animals are basically a group of creatures from the animalia kingdom or they can also be called metazoa, wildlife or fauna. According to modern systematics, animals are defined as multicellular or multicellular creatures (Rukmana, 2014).

In the teaching process the teacher only uses book media as a teaching guide, as a result it is difficult for students to really know about living things, especially regarding the types of classification of animals. For this reason, the authors feel interested and want to participate in the development of interactive learning media using animation with the help of Adobe Flash CS6 software. The author tries to make interactive learning media about types of animal classification, which has a learning material, animal videos.

2. LITERATURE REVIEW
2.1 Learning Video Media

Asyhar (2011) informed that media is intermediate, middle, and/or introduction. The media is used to display information based on the definition from The Association for Education Communication and Technology (AECT). Some other meanings of media such as the media is a tool used to deliver the messages and information from the sender to recipient. Gadne stated that the media used to present information and stimulate student to learn something (Sadiman et al, 2014). Meantime, Briggs said that the media as a physical tool to present information for student as learning tool.

2.2 Learning Video Media Development

IPA (Natural Science) is the study of nature, namely everything that exists in nature and the events that occur in it. This natural science is very important to study, because all human activities are always closely related to nature. So that human life depends on nature, science is used as a subject starting from elementary to high school (Kusumaningrum, 2018). IPA is also an empirical science and discusses facts and natural phenomena. The facts and natural phenomena can make science learning not only verbal but also factual. The nature of science as a process is expected to be able to form empirical and factual science learning (Wedyawati & Lisa, 2018). In practicing skills in science lessons and a scientific attitude, learning is needed where students do not only act as recipients of information, but also as providers of information about what they are experiencing or their personal experiences. Therefore, it is necessary to modify the latest media, namely video media which is expected to be able to revive the teaching and learning process more effectively. Learning video media is a tool used to display learning material packaged in a video. This is in line with Sokheh, et al. (2017) stating that learning video media is a media that is a combination of audio and visual which contains learning and uses a tool to display it.

3. METHODS

The method used in this research is research and development using Research and Development. The selection of this type of

research in the form of development is based on the objectives to be achieved by research, namely to produce products in the form of learning media. This research and development is more focused on the product produced. The resulting product can be a new product or a product that is being developed again. The results of this research and development are a product of learning media, video animation, grouping animals based on their type.

The method used in developing this software uses the waterfall model, which is divided into three stages (Somerville, 2007): a. Needs Analysis, b. At this stage the author collects the data and information needed in the animation program, namely regarding learning the types of animal classification based on the type of food, place to live, how to move, how to breathe, how to cover their bodies, how to reproduce and make videos about animals and educative quizzes guess pictures. c. System and Software Design, d. In the process of making the animation program the author uses Adobe Flash CS6 software and uses the ActionScript 3.0 programming language which will focus on storyboards and interfaces. Based on product validation and trials, researchers have developed valid and effective products to achieve learning objectives as supporting media, so they are simplified into 6 steps as follows: The stages are 1) potential problems, 2) data collection, 3) product design, 4) improvement design, 5) design revision, and 6) trial run.

4. RESULTS & DISCUSSION

This Animal Classification Interactive Animation Program is made in the form which is divided into several sections starting from the intro or title display, and the main menu in which there is a profile menu, material, video, and there are 4 navigation buttons including sound on/off button, exit button, back button to material, and back button to main menu. The following is a storyboard description of the design of an interactive animation program through animated video learning media material for grouping animals based on their type at SDN 2 Lamteuba, Aceh Besar District as depicted in Figure 1-3:

Figure 1. Image of carnivora

Figure 2. Image of herbivore

Figure 3. Image of omniphore

For data processing results, the author distributed questionnaires for making interactive animation programs to students at SDN 2 Lamteuba, Aceh Besar District and also conducted interviews with students and teachers. Questionnaires were given to students about their opinions after the application was run, which consisted of 10 questions. The following details the questionnaire items for students at SDN 2 Lamteuba, Aceh Besar District, as shown in Table 1.

Table 1. Animal Classification Interactive Questionnaire

Number	Questions for Students	Yes	No
1	Is the appearance of this interactive animation program for classifying animals as a class learning media interesting?	90%	10%
2	Do students already know the types of classification of animals with this program?	70%	30%
3	Is this type of animal classification animation easy to	90%	10%

		operate?		
4	Does every feature and button in this program work properly?	100%	0%
5	Is the learning material in this program easy to understand?	80%	20%
6	Is the material provided sufficient for students to learn the types of classification of animals?	80%	20%
7	Are the questions given easy to answer?	60%	40%
8	Can students remember the type of animal classification faster with this program?	50%	50%
9	After trying, do you want to try this application again?	50%	50%
10	Is the quiz on this application difficult to complete?	20%	80%

5. CONCLUSION

Based on the results this research produced "Animated Video Media for Learning Animal Classification for students" using the Adobe Flash Professional CS6 program. This animation video media is intended for elementary school students and with this type of animal classification animation video media the learning process becomes more effective and fun, especially for elementary school students so that they can further interest them in learning about natural sciences (IPA). After being tested, this learning program is suitable for use as a learning aid. This Animation video media can display various forms of Animal Classification.

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