

VIDEOS ANIMATION TO LEARNING

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Abstract

Based on the results of research regarding the effect of using animated videos on the science learning outcomes of class VIII students at SMP Negeri 2 Pancarijang can concluded as follows: The use of animated videos in the teaching and learning process has an influence on the science learning outcomes of class VIII students at SMPN 2 Pancarijang. From the results of the average value found, it shows that there is influence usage videos animation to results Study Science class VIII students at SMPN 2 Pancarijang. The final results show that student Which Study use videos animation own positive impact compared to with students who learns like usually..

Keyword : video, animation, learning.

INTRODUCTION

Education is a way to develop oneself, initially one does not know something, but through education, a person will gain knowledge that is useful for self-development. Education is a conscious and designed effort to create an atmosphere for the teaching and learning process so that students can actively develop their abilities so that they have spiritual, emotional, intellectual strength, noble character, personality and skills needed by the nation and state, society and themselves (UUD RI RI No. 41, 2003). By Because That, educator expected Can utilise all existing learning resources to form a varied learning process and provide opportunities for students to interact directly with learning resources, so that students can more easily understand the material presented.

On observation carried out by researchers in class VIII of State Middle School 2 Pancarijang, on eye lesson IPA Where Teacher Still use simple tool form board write And book print, as well as method ask answer which is less in attracting students' interest in learning. Teachers are only focused on delivering material without any innovation in delivering material, teachers should have the ability to enliven the learning atmosphere so that No boring And objective learning achieved.

METHOD STUDY

This research includes quantitative research. Quantitative research ie techniques used to measure theories alone by doing testing connection between variables. Variables These data are tested (usually using research instruments) so that

the facts obtained can be processed use technique statistics (Saleh & Woro Andhini, 2021).

This research design uses a *true experiment design* with type *posttest-only controls groups design*. Called as *true experiment*, because in this design, the researcher can control all external variables that interfere with the course of the experiment, in this way the quality of implementing the research design can be high.

RESULTS STUDY AND DISCUSSION

This research was conducted with the aim of finding out the influence of YouTube application-based learning media on learning outcomes on eye lesson IPA class VIII.2. Location implementation This research took place at SMP Negeri 2 Pancarijang by taking a sample of 26 students. In determining the division into experimental and control groups, the division is based on the odd number of absences for the group experiment And number even attendance for group control.

Based on the values obtained in this research, it shows difference results study science student who use animated videos in the learning process are better than students who carry out the learning process as usual. Learning outcomes can be seen from the comparison of test results that have been carried out on student in end process learning.

The results of the experimental group that used animated videos in the learning process obtained higher scores compared to group control Which No use videos animation on during the learning process. This can be seen from the results of the data analysis carried out showing the average value of the experimental group ($M_x = 78.4615$) while the control group ($M_y = 68.8462$). This value shows that the M_x value is greater than M_y ($78.4615 > 68.8462$) and on test *Independent sample t-test* obtained *Sig-2 tailed* $0.784 >$ from *Sig-2 tailed* 0.05 .

Based on acquisition Which obtained on statement in on that the hypothesis which states that there is an influence of the use of animated videos on the science learning outcomes of class students at SMP 2 Pancarijang is "**accepted**". As a consequence of this acceptance, the hypothesis states that there is no influence of the use of animated videos on learning outcomes IPstudents "**rejected**".

Thus it can be concluded that the use of animated videos in process learning can give influence Which positive. This thing showed with use videos animation in process Study on student learning outcomes is quite satisfactory compared to learning outcomes who don't use it videos animation on process Study.

This research is in line with the research of Sinta, Ramanata Disurya and Imelda Ratih Ayu (2022) with the title The Effect of Animation Media on the Learning Outcomes of Class V Elementary School Students with the results of the t test calculation using SPSS Version 23 obtained t count as big as 4,672 And obtained t table with $df = 62$ shows t table as big as 2,461. Based on From these results it can be seen that t count $>$ t table ($4,672 > 2,461$), with a significance level of 0.05 so that the null hypothesis (H_0) is rejected and the alternative H_a in accept.

CONCLUSION

Based on the results of research regarding the effect of using animated videos on the science learning outcomes of class VIII students at SMP Negeri 2 Pancarijang can concluded as follows: The use of animated videos in the teaching and learning process has an influence on the science learning outcomes of class VIII students at SMPN 2 Pancarijang. From the results of the average value found, it shows that there is influence usage videos animation to results Study Science class VIII students at SMPN 2 Pancarijang. The final results show that student Which Study use videos animation own positive impact compared to with students who learns like usually.

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