Development of Animation Learning Media Based on PBL to Improve Thematic Learning Outcomes Students

Lala Dyah Chandra[1*], Pargito[2], Dwi Yulianti[3], Dina Maulina[4]
[1,2,3,4] Universitas Lampung, Bandar Lampung, Indonesia

ABSTRACT

Objective: 21st-century learning must prepare generations of Indonesian people to support information and communication technology advances in social life. The rapid development of technology in the current era of globalization provides multiple benefits for the world of education, so education requires students who play an active role and educators who create innovative learning. Learning innovation can be done in various ways, including developing interactive learning media. This aims to create exciting learning to improve students' thematic learning outcomes. **Method:** The research used Borg & Gall's research and development, creating an ecosystem into three stages in the VA and VB classes at 5 Way Serdang Public Elementary School. The sample consisted of 42 students in the experimental and control classes. The data analysis technique uses the Effect Size test. **Results:** The data obtained had an effect size of 1.02, with an extensive interpretation of the effect. **Novelty:** This research presents novelty by designing PBL-based animated learning media containing menus and moving images on the media to attract students' attention and enthusiasm. This aims to improve students' thematic learning outcomes.

INTRODUCTION

21st-century learning must prepare Indonesian human generations to welcome the advancement of information and communication technology in social life. The 21st century is also known as the age of knowledge. Namely, all alternative efforts to meet life's needs in various contexts are more knowledge-based (Muhali., 2019). The current development of technological life is proof that life is constantly developing and continues to innovate in various aspects (Rahmawati et al., 2021). Education plays a role in creating the nation's next generation ready to face changing times. Education in the 21st century is student-centered learning; students are free to search for learning resources (Afni et al., 2021). The Indonesian government supports 21st-century learning implemented in the 2013 Curriculum, namely 1) critical thinking and problem-solving, 2) creativity and innovation, 3) communication, and 4) collaboration, also known as 4C skills (critical thinking and problem-solving, creativity, and innovation, communication, collaboration) (Aslamiah et al., 2021). The rapid development of technology in the current era of globalization provides multiple benefits for the world of education because it has a crucial role in supporting human life. Humans cannot be separated from education when they run their lives. Based on this, education requires students who play an active role and educators who create innovative learning (Fonna, 2019).

Learning innovations can be developed by educators and applied to students. Learners to be creative, independent, physical and psychological development requires

15 600-Article Text-698-709 Lala Dyah Chandra et al..doc