
KARAKTERISTIK CAHAYA DAN ALAT OPTIK SEDERHANA SEBAGAI MEDIA PEMBELAJARAN

(Fadhilah Rachma Sary, 2024, 93 Halaman)

ABSTRAK

Pendidikan merupakan landasan penting dalam kemajuan individu dan masyarakat. Perkembangan teknologi dan informasi dapat menunjang pengembangan media dalam proses belajar mengajar. Hal ini menciptakan peluang untuk memanfaatkan multimedia dalam pembelajaran, khususnya pada mata pelajaran IPA yang sering kali sulit dipahami oleh siswa karena pendekatan pembelajaran konvensional belum cukup. *Motion graphic* merupakan salah satu bentuk multimedia yang menggabungkan berbagai elemen seperti ilustrasi, tipografi, animasi 2D atau 3D, video, dan audio. Penggunaan *motion graphic* sebagai media pembelajaran diharapkan dapat membantu dalam menyampaikan materi secara lebih jelas dan menarik.

Penelitian ini bertujuan untuk menghasilkan multimedia berbasis motion graphic sebagai media pembelajaran dengan menggunakan metode pengembangan *MDLC (Multimedia Development Life Cycle)*. Materi yang dibahas meliputi karakteristik cahaya dan alat optik sederhana. Untuk menentukan kelayakan media, dilakukan pengujian alpha dan beta. Pengujian alpha dilakukan oleh ahli multimedia dan memperoleh indeks persentase sebesar 88% dengan kategori “Sangat Setuju”. Sementara itu, pengujian beta dilakukan kepada 24 siswa dan memperoleh indeks persentase sebesar 80% dengan kategori “Sangat Setuju”. Hasil pengujian menunjukkan bahwa motion graphic yang dikembangkan dapat menarik perhatian siswa, membantu penyampaian materi, serta layak digunakan sebagai media pembelajaran.

Kata kunci: *Motion Graphic*, Multimedia, Media Pembelajaran, IPA, Karakteristik Cahaya, Alat Optik Sederhana

MOTION GRAPHIC – BASED MULTIMEDIA FOR THE INTRODUCTION OF
LIGHT CHARACTERISTICS AND SIMPLE OPTICAL INSTRUMENTS AS A
LEARNING MEDIUM

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ABSTRACT

Education is an essential foundation for the advancement of individuals and society. The development of technology and information can support the use of media in the teaching and learning process. This creates opportunities to utilize multimedia in learning, especially in science subjects, which are often difficult for students to understand due to the limitations of conventional teaching approaches. Motion graphics is a form of multimedia that combines various elements such as illustrations, typography, 2D or 3D animation, video, and audio. The use of motion graphics as a learning medium is expected to help deliver material more clearly and attractively.

This study aims to develop motion graphic-based multimedia as a learning medium using the Multimedia Development Life Cycle (MDLC) method. The material discussed includes the characteristics of light and simple optical instruments. To determine the feasibility of the media, alpha and beta testing were conducted. Alpha testing was carried out by multimedia experts and obtained a percentage index of 88%, categorized as “Strongly Agree.” Meanwhile, beta testing was conducted with 24 students and resulted in a percentage index of 80%, also categorized as “Strongly Agree.” The results indicate that the developed motion graphics can attract students’ attention, assist in delivering the material, and are suitable for use as a learning medium.

Keywords: Motion Graphics, Multimedia, Learning Media, Science, Characteristics of Light, Simple Optical Instruments.