

**ABSTRAK**

**Helena Cristine Paulina Marbun.** 2022. *Efektivitas Media Video Animasi 3D terhadap Minat Belajar IPA Kelas III. Skripsi.* Program Studi Pendidikan Guru Sekolah Dasar Fakultas Keguruan dan Ilmu Pendidikan Universitas Esa Unggul Jakarta.

Minat merupakan suatu keadaan dimana seseorang memiliki perhatian dan ketertarikan untuk melakukan sesuatu. Kurangnya keterlibatan dan ketertarikan siswa dalam pembelajaran dapat terjadi karena media pembelajaran yang digunakan oleh guru tidak dapat menarik perhatian siswa. Penelitian ini dilakukan untuk mengetahui efektifitas media video animasi 3D terhadap minat belajar IPA siswa kelas III di SDN Grogol 05. Penelitian ini adalah jenis penelitian kuantitatif, metode penelitian eksperimen dengan desain penelitian *true experimental post-test only control group* dengan angket yang digunakan sebagai instrument pengumpulan data. Penelitian ini menggunakan kelas kontrol dan kelas eksperimen yang akan diberi perlakuan. Hasil penelitian menunjukkan bahwa skor rata-rata minat kelas eksperimen sebesar 93,14, sedangkan skor rata-rata minat belajar siswa kontrol adalah 83,04. Berdasarkan pengukuran *Independen sampel test* diperoleh nilai signifikansi  $0,000 < 0,05$  sehingga penggunaan media video animasi 3D mempengaruhi signifikansi yang berarti minat belajar peserta didik meningkat, serta terdapat perbedaan antara minat belajar kelas eksperimen dan kontrol. Berdasarkan hasil dengan *independent sample test* pada SPSS versi 25, diperoleh nilai  $t_{hitung}$  lebih besar dari  $t_{tabel}$  yaitu  $7,676 > 2,005$  dengan taraf *sig.(2-tailed)* sebesar 0,000 dimana nilai *sig.* kurang dari 0,05 pada data kelas eksperimen dan kelas kontrol. Sehingga dapat disimpulkan bahwa penggunaan media video animasi 3D efektif dalam meningkatkan minat belajar IPA siswa kelas III.

**Kata Kunci:** Animasi 3D, Minat Belajar, IPA

**ABSTRACT**

**Helena Cristine Paulina Marbun.** 2022. *Effectiveness of 3D Animated Video Media on Interest in Learning Science Class III. Thesis. Elementary Teacher Major, Faculty of Teacher Training and Education, Esa Unggul University, Jakarta.*

*Interest is a condition in which a person has the attention and interest to do something. Lack of student involvement and interest in learning can occur because the learning media used by teachers cannot attract students' attention. This study was conducted to determine the effectiveness of 3D animation video media on the interest in learning science of third grade students at SDN Grogol 05. This research is a quantitative research, experimental research method with a true experimental research design post-test only control group with a questionnaire used as a collection instrument. data. This study used a control class and an experimental class to be treated. The results showed that the average score of interest in the experimental class was 93.14, while the average score of interest in the control students was 83.04. Based on the independent measurement of the test sample, a significance value of  $0.000 < 0.05$  was obtained so that the use of 3D animation video media had a significant effect, which meant that students' interest in learning increased, and there was a difference between interest in learning in the experimental and control classes. Based on the results with the independent sample test on SPSS version 25, the  $t_{count}$  value is greater than the  $t_{table}$ , namely  $7.676 > 2.005$  with a sig.(2-tailed) level of 0.000 where the sig. less than 0.05 in the experimental class and control class data. So, it can be concluded that the use of 3D animation video media is effective in increasing the interest in learning science for third grade students.*

**Key words:** *3D Animation, Interest in Learning, Science*