

ABSTRAK

Shuci Aulya Frikas, 2024. *Pengembangan Media Pembelajaran Video Animasi Berbasis Aplikasi Canva Pada Materi Adab Kepada Saudara, Teman dan Tetangga di Kelas IX MTsN Kota Palopo.* Skripsi Program Studi Pendidikan Agama Islam, Fakultas Tarbiyah dan Ilmu Keguruan, Institut Agama Islam Negeri (IAIN) Palopo. Dibimbing oleh Nurdin K dan Muh Yamin, S.Pd.

Penelitian ini membahas tentang pengembangan media pembelajaran video animasi berbasis aplikasi *Canva* pada materi adab kepada saudara, teman dan tetangga di kelas IX MTsN Kota Palopo. Penelitian bertujuan untuk: 1) mengetahui proses pengembangan media pembelajaran video animasi berbasis aplikasi *Canva* pada materi adab kepada saudara, teman dan tetangga di kelas IX MTsN Kota Palopo. 2) menguji validitas media pembelajaran video animasi berbasis aplikasi *Canva* pada materi adab kepada saudara, teman dan tetangga di kelas IX MTsN Kota Palopo. 3) menguji praktikalitas media pembelajaran video animasi berbasis aplikasi *Canva* pada materi adab kepada saudara, teman dan tetangga di kelas IX MTsN Kota Palopo.

Penelitian ini menggunakan *Research and Development (R&D)* sebagai jenis penelitian. Seda tahun ajaran 2023/2024. Instrument yang digunakan yaitu lembar angket validasi untuk ahli media dan ahli materi serta angket uji praktikalitas untuk guru dan siswa. Adapun teknik analisis yang digunakan yaitu teknik analisis deskriptif kualitatif dan deskriptif kuantitatif.

Hasil penelitian ini menunjukkan bahwa: 1) proses mengembangkan media pembelajaran video animasi berbasis aplikasi *Canva* menggunakan model ADDIE yang terdiri atas lima tahapan, yaitu *analysis, design, development, implementation, evaluation*. 2) uji validitas media pembelajaran video animasi berbasis aplikasi *Canva* pada materi adab kepada saudara, teman dan tetangga di kelas IX MTsN Kota Palopo oleh ahli media memperoleh hasil persentase 86,15% dan ahli materi memperoleh hasil persentase 92, 66%. 3) uji Praktikalitas media pembelajaran video animasi berbasis aplikasi *Canva* pada materi adab kepada saudara, teman dan tetangga di kelas IX MTsN Kota Palopo oleh guru mata pelajaran Akidah Akhlak memperoleh hasil persentase 95% dan siswa memperoleh hasil persentase 92,5%. Sehingga berdasarkan hasil uji tersebut dapat disimpulkan bahwa media pembelajaran video berbasis aplikasi *Canva* pada materi adab kepada saudara, teman dan tetangga sangat valid dan praktis digunakan dalam proses pembelajaran.

Kata Kunci: Adab Kepada Saudara Teman dan Tetangga, Aplikasi *Canva*, Media Pembelajaran Video Animasi,

ABSTRACT

Shuci Aulya Frikas, 2024. *Development of Animated Video Learning Media Based on the Canva Application on Adab Material for Relatives, Friends and Neighbors in Class IX MTsN Palopo City. Thesis of Islamic Religious Education Study Program, Faculty of Tarbiyah and Teacher Training, State Islamic Institute (IAIN) Palopo. Supervised by Nurdin and Muh Yamin,*

This research discusses the development of animated video learning media based on the *Canva* application on adab material for relatives, friends and neighbors in class IX MTsN Palopo City. This research aims to: 1) understand the process of developing animated video learning media based on the *Canva* application on adab material for relatives, friends and neighbors in class IX MTsN Palopo City. 2) testing the validity of animated video learning media based on the *Canva* application on adab material for relatives, friends and neighbors in class IX MTsN Palopo City. 3) testing the practicality of animated video learning media based on the *Canva* application on adab material for relatives, friends and neighbors in class IX MTsN Palopo City.

This research uses Research and Development (R&D) as a type of research. Meanwhile, the development model used is the ADDIE model which consists of five stages, namely analysis, design, development, implementation, evaluation. The subjects of this research were class IX MTsN Palopo City students for the 2023/2024 academic year. The instruments used are validation questionnaire sheets for media experts and material experts as well as practicality test questionnaires for teachers and students. The analysis techniques used are qualitative descriptive analysis techniques and quantitative descriptive analysis techniques.

The results of this research show that: 1) the process of developing animated video learning media based on the *Canva* application uses the ADDIE model which consists of five stages, namely analysis, design, development, implementation, evaluation. 2) testing the validity of animated video learning media based on the *Canva* application on adab material for relatives, friends and neighbors in class IX MTsN Palopo City by media experts obtained a percentage result of 86.15% and material experts obtained a percentage result of 92.66%. 3) Practicality test of animated video learning media based on the *Canva* application on adab material for relatives, friends and neighbors in class IX MTsN Palopo City by the Aqidah Akhlak subject teacher obtained a percentage result of 95% and students obtained a percentage result of 92.5%. So, based on the test results, it can be concluded that the video learning media based on the *Canva* application on the subject of manners towards relatives, friends and neighbors is very valid and practical to use in the learning process.

Keywords: *Animation Video, Canva Application, Friends and Neighbor, Learning Media, Manners towards Relatives,*