**ABSTRAK**

**PENGEMBANGAN MEDIA PEMBELAJARAN VIDEO ANIMASI BERBASIS *BENIME* TEMA PERTUMBUHAN DAN PERKEMBANGAN MAKHLUK HIDUP PADA SISWA KELAS III SDN 101893 BANGUN REJO**

**CHAIRIYAH**

**171434184**

Penelitian ini bertujuan untuk mengembangkan media pembelajaran video animasi berbasis *Benime* pada tema pertumbuhan dan perkembangan makluk hidup pada siswa kelas III SD yang layak di gunakan dan sesuai dengan kebutuhan siswa. Jenis penelitian ini adalah pengembangan yang mengacu pada model ADDIE *(Analysis, Design, Development, Implementation, dan Evaluation)*. Akan tetapi pada penelitian ini dibatasi hanya sampai pada tahap ke tiga yaitu tahap pengembangan (*development*). Penelitian ini dilaksanakan di SDN 101893 Bangun Rejo. Instrumen yang digunakan dalam penelitian ini adalah angket lembar validasi. Subjek dalam penelitian ini adalah 3 validator diantaranya yaitu 1 dosen ahli dan 2 guru SD. Jenis data dalam penelitian ini berupa data kualitatif dan kuantitatif. Hasil validasi ahli media dan ahli materi dari penelitian ini sebagai berikut, berdasarkan hasil validasi ahli media pembelajaran video animasi berbasis *Benime*  dari validator menunjukkan rata-rata total 82,8% dan hasil validator ahli materi dari ke2 validator menunjukan rata-rata total 82% dengan demikian media pembelajaran video animasi berbasis *Benime* menunjukkan kriteria “Sangat Layak”. Kesimpulan penelitian ini adalah media pembelajaran video animasi berbasis *Benime* yang dikembangkan berkualitas baik dan layak digunakan atau diterapkan dalam proses pembelajaran.

***Kata kunci : Media Video Animasi, Tema Pertumbuhan dan Perkembangan Makhluk Hidup***

***ABSTRACT***

***THE DEVELOPMENT OF BENIME-BASED ANIMATED VIDEO LEARNING MEDIA THEME OF GROWTH AND DEVELOPMENT OF LIVING THINGS IN GRADE III STUDENTS OF SD NEGERI 101893 BANGUN REJO***

**CHAIRIYAH**

**171434184**

*The objective of this research was to develop a Benime-based animated video learning medium on the theme of growth and development of living creatures in grade III elementary students who are suitable for use and in accordance with the needs of students. This type of research is development that refers to the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model. However, this research was limited to the third stage, namely the development stage. This research was conducted at SDN 101893 Bangun Rejo. The instrument used in this research was a validation sheet. The subjects in this research were 3 validators including 1 expert lecturer and 2 elementary school teachers. The type of data in this research was qualitative and quantitative data. The results of validation of media experts and material experts from this research were as follows, based on the results of validation of experts in benime-based animated video learning media from validators showed a total average of 82.8% and the results of expert validator material from the 2 validators showed a total average of 82% thus the benime-based animated video learning media showed the criteria "Very Feasible". The conclusion of this research was a Benime-based animated video learning medium that is developed in good quality and worthy of use or applied in the learning process.*

***Keywords: Animated Video Media, Themes of Growth and Development of Living Things***