DEVELOPMENT OF LEARNING VIDEOS TO INCREASE UNDERSTANDING THE BASIC PRINCIPLES OF COMPUTER ANIMATION

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ABSTRACT

This research is an R&D research which aims to develop 13 instructional videos containing material exposures about the twelve basic principles of animation and an introductory video. The instructional video is intended as a learning medium in the Computer Graphics and Animation courses for undergraduate students of the Informatics Engineering Education Study Program, Department of Electronics and Informatics Engineering, Yogyakarta State University.
This development research refers to the Four-D Model device development model. Product development is carried out based on Computer Graphics and Animation courses. Product testing is carried out in 2 stages, namely the alpha test and beta test. The alpha test is carried out by 2 experts consisting of a material expert and a media expert. While the beta test was conducted by 33 students. The instruments used in this research include instruments for product development and product evaluation instruments. Alpha test results by material experts and media experts obtained "Very Good" results. While the results obtained from the beta test also obtained results "Very Good". So that the media products developed are suitable for use in learning Computer Graphics and Animation courses. The effectiveness of the developed media products is based on summative evaluation results (pretest and posttest competency results). The results of the paired sample t-test t test analysis showed that the media developed was effective in improving learning outcomes.

Kata Kunci: *development, animation, video, principle, 3D*