# ABSTRACT

**Sari, Sastika Amalia Lupita, 40219069. 2023.** The Influence of Role playing Assisted by 3D Animation Videos on Javanese Language Learning Outcomes for Class IV Jatisawit State Elementary School 02. Thesis of Primary School Teacher Education, Faculty of Teacher Training and Education, Bumiayu Civilization University. Supervisor Dr. Winarto, M.Pd

**Keywords:** Role playing Assisted by 3D Animation Videos on Learning Outcomes Javanese language.

This research is motivated by students who still have difficulty understanding Javanese, especially in learning activities. The aim of this research is to determine whether or not there is an influence of the Role playing method assisted by 3D animated videos on student learning outcomes in learning Javanese language uploaded language material for class IV state elementary schools in Jatisawit Village. This type of research is quantitative research with a pre- experimental design approach, one-group pretest and posttest type. The population in this study was class IV students and the sample in this study was class IV students. The sampling technique uses simple random sampling. Data collection techniques use tests, observation and documentation. Meanwhile, the data analysis techniques used are statistical analysis prerequisite tests and hypothesis testing. The results of the research show that the normality test using the Kolmorogov-Ssmirnov test can be seen that the sig value of 0.053 is greater than 0.050, this shows that the data is normally distributed, which means that there is a positive influence of students on student learning outcomes in Javanese language subjects. 85%. Based on the description of the research results, it can be concluded that the use of the Role playing model assisted by 3D animated videos has an influence of 85% on the Javanese language learning outcomes of class IV elementary school material in Jatisawit Village for the 2022/2023 academic year.

# KATA PENGANTAR

## Puji Syukur Kehadirat Allah SWT yang telah melimpahkan rahmat seta hidayahnya, sehingga dengan rasa syukur, peneliti dapat menyelesaikan skripsi yang berjudul “Pengaruh *Role playing* Berbantyan Video Animasi 3D Terhadap Hasil Belajar Bahasa Jawa Kelas IV SD Negeri se-Desa Jatisawit” tahun pelajaran 2022/2023. Tak lupa, sholawat serta salam senantiasa kita curahkan kepada junjungan kita Nabi Agung Muhammad SAW dan para sahabatnya serta umatnya yang senantiasa istiqomah sampai akhir zaman.

Peneliti sangat menyadari bahwa tanpa bantuan dari semua pihak, skripsi ini tidak bisa terselesaikan dengan baik diwaktu yang tepat, oleh karena itu, di kesempatan ini peneliti ingin mengucapkan terimakasih kepada :

## Dr. Muh. Kadariman, S.H, Si., Selaku Rektor Universitas Peradaban.

1. Eka Farida Fasha. S,Si., M.Pd. selaku Dekan Fakultas Keguruan dan Ilmu Pendidikan Universitas Peradaban.

## Anwar Ardani, M.Pd. selaku Ketua Program Studi Pendidikan Guru Sekolah Dasar Universitas Peradaban Bumiayu.

1. Dr. Winarto, M.Pd. selaku Dosen Pembimbing Skripsi yang telah membimbing dengan sabar, selalu mengarahkan dan meluangkan waktunya untuk peneliti sehingga peneliti dapat menyelesaikan skripsi ini baik.

## Bapak, Ibu Dosen Universitas Peradaban Bumiayu yang telah membimbing, memberikan ilmu selama proses perkuliahan serta bagian akademik, staff perpustakaan Universitas Peradaban yang sudah memberikan pelayanannya dengan baik.