

Bachelor Thesis
Information System Study Program
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**DEVELOPING A 3D ANIMATION BASED LEARNING MEDIA OF BIG
BANG THEORY USING HANNAFIN AND PECK
RESEARCH METHOD**

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Abstract

Over the years, learning capability of students across the world has been widely improved by the involvement of Technology. Animation can improve the learning capability by not causing boredom to the students as it is exhibited with interesting display and moving images, inviting the curiosity of the students, and also motivation and interest from the them, wanting to know more about the content exhibited and displayed inside the media. The learning media was developed by utilizing Blender in creating and animating all the animated scenes, and Adobe Premiere Pro CC to mix all animated scenes into one final video. The objective of this thesis is to develop a 3D Animation based learning media of Big Bang Theory, with Hannafin and Peck Research Method. This media is expected to be able to assist educators in showing and explaining the Big Bang event. By implementing this video into social media, some teachers will be using the media to assist them in educating the students about Big Bang Theory, but not all of them will. Some of the respondents also mentioned that the media is interesting, but not all of them do.

Keywords: 3D, animation, Hannafin and Peck, premiere, blender, big bang, learning media, K-13 Curriculum.