ABSTRAK

Rokky Irfansyah Pane. NIM. 5161142015 : Pengembangan Media Pembelajaran Berbasis *Web* Pada Mata Pelajaran Kesehatan dan Keselamatan Kerja (K3) Di SMK Swasta Pariwisata Imelda Medan. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2021.

Penelitian ini bertujuan untuk mengetahui : (1) proses pengembangan media pembelajaran berbasis *Web* pada materi *Hygiene* dan Sanitasi Makanan, (2) informasi tentang kelayakan produk media pembelajaran berbasis *Web* pada materi *Hygiene* dan Sanitasi Makanan kelas X.

Jenis penelitian yang diterapkan adalah (*Research and Development (R&D)* dengan metode pengembangan ADDIE yang terdiri dari 5 tahapan pengembangan yaitu (1) *Analysis*, (2) *Design,* (3) *Development,* (4) *Implementation* dan (5) *Evaluation*. Penelitian bertempat di SMK Swasta Pariwisata Imelda Medan pada bulan Maret 2021. Istrumen pengumpulan data adalah kuesioner dan wawancara. Kelayakan media pembelajaran ini dinilai oleh ahli media, ahli materi dan siswa. Analisis data hasil kelayakan dilakukan dengan menggunakan bantuan skala Likert.

Hasil penelitian menunjukan bahwa: (1) media pembelajaran berbasis *web* telah dikembangkan dengan alamat www.senangbelajaronline.my.id.(2) media pembelajaran berbasis *web* pada materi *hygiene* dan sanitasi makanan disekolah SMKS Pariwisata Imelda Medan Layak digunakan sebagai media pembelajaran, dilihat dari hasil validasi ahli media memperoleh persentase skor aspek *usability* 84,70%, aspek *funcitionality* 85,55% dan aspek komunikasi visual 81,10%, sehingga rata-rata pervalidator memperoleh skor 83,78% yang dinyatakan produk pengembangan media pembelajaran sangat layak. Hasil validasi ahli materi memperoleh persentase skor aspek desain pembelajaran 89,99%, aspek isi materi 91,25% dan aspek bahasa dan komunikasi 86,66%, sehingga rata-rata pervalidator memperoleh skor 89,3% yang dinyatakan produk pengembangan media pembelajaran sangat layak., serta hasil penelitian oleh siswa pada aspek *usability* memperoleh presentase sebesar 79,48% yang dinyatakan pengembangan media merbasi *web* sangat layak.

Kata Kunci : media pembelajaran, *web* dan kelayakan.

ABSTRACT

Rokky Irfansyah Pane. NIM. 5161142015 : Pengembangan Media Pembelajaran Berbasis *Web* Pada Mata Pelajaran Kesehatan dan Keselamatan Kerja (K3) Di SMK Swasta Pariwisata Imelda Medan. Skripsi. Faculty of Engineering, State University of Medan. 2021.

This study aims to find out: (1) the process of developing Web-based learning media on Food Hygiene and Sanitation materials, (2) information on the feasibility of Web-based learning media products in Class X Food Hygiene and Sanitation materials.

The type of research applied is (Research and Development (R&D) with ADDIE development method consisting of 5 stages of development, namely (1) Analysis, (2) Design, (3) Development, (4) Implementation and (5) Evaluation. The research took place at Imelda Medan Private Tourism Vocational School in March 2021. Data collection instruments are questionnaires and interviews. The feasibility of this learning media is assessed by media experts, material experts and students. Analysis of feasibility result data is done using the help of Likert scale.

The results showed that: (1) web-based learning media has been developed with the address www.senangbelajaronline.my.id. (2) web-based learning media on food hygiene and sanitation materials at SMKS Pariwisata Imelda Medan School Deserves to be used as a learning medium, judging by the validation results of media experts obtained a percentage of the usability aspect score of 84.70%, funcitionality aspect of 85.55% and visual communication aspect of 81.10%, so that the average pervalidator obtained a score of 83.78% which was declared a very viable learning media development product.   web-based learning media on food hygiene and sanitation materials at SMKS Pariwisata Imelda Medan School Deserves to be used as a learning medium, judging by the validation results of media experts obtained a percentage of the usability aspect score of 84.70%, funcitionality aspect of 85.55% and visual communication aspect of 81.10%, so that the average pervalidator obtained a score of 83.78% which was declared a very viable learning media development product.   The material expert validation result obtained a percentage of the learning design aspect score of 89.99%, the material content aspect of 91.25% and the language and communication aspect of 86.66%, so that the average pervalidator obtained a score of 89.3% which was stated that the learning media development product is very feasible., as well as the results of research by students on the usability aspect obtained a percentage of 79.48% which is stated that the development of web-based media is very feasible.

Keywords: learning media, web and feasibility.