

ABSTRAK

Martunas Situmorang: Pengembangan Multimedia Pembelajaran Interaktif Menggunakan Aplikasi Adobe Flash Pada Mata Pelajaran Pekerjaan Dasar Teknik Mesin Kelas X TP Di SMK N 2 Medan Tahun Ajaran 2020/2021, Skripsi. Fakultas Teknik, Universitas Negeri Medan. 2021.

Penelitian dan pengembangan ini bertujuan untuk menghasilkan produk multimedia interaktif pada mata pelajaran Pekerjaan Dasar Teknik Mesin menggunakan Adobe Flash CS6 yang layak dan efektif digunakan. Jenis penelitian ini adalah prosedur penelitian dan pengembangan (research and development) yang diadaptasi dari langkah-langkah penelitian dan pengembangan ADDIE, dikembangkan oleh Dick dan Carry dalam merancang sistem pembelajaran.. Adapun proses pembuatan produk ini meliputi tahap-tahap sebagai berikut : (1) Analysis; (2) Design; (3) Development; (4) Implementation, dan (5) Evaluation. Hasil validasi penelitian menunjukkan : (1) uji ahli materi bahwa materi pelajaran Pekerjaan Dasar Teknik Mesin masuk kedalam kriteria sangat layak dengan skor rata-rata 4,37. (2) Uji ahli media masuk kedalam kriteria sangat layak dengan skor rata-rata 4,28. (3) Uji ahli desain pembelajaran masuk kedalam kriteria sangat layak dengan skor rata-rata 4,19. (4) Uji perorangan masuk kedalam kriteria akseptansi sangat tinggi atau tingkat penerimaan oleh pengguna tinggi dengan skor rata-rata 4,21. (5) Uji coba kelompok kecil masuk kedalam kriteria akseptansi sangat tinggi atau penerimaan oleh pengguna tinggi dengan skor rata-rata 4,11 dan Uji coba skala besar masuk kedalam kriteria akseptansi tinggi atau penerimaan oleh pengguna tinggi dengan skor rata-rata 4,14.

Kata Kunci : Multimedia Interaktif, Research and Development, Validasi, Adobe Flash CS6, Pekerjaan Dasar Teknik Mesin.

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ABSTRACT

Martunas Situmorang: Development of Interactive Learning Multimedia Using Adobe Flash Software in Basic Work Subjects of Mechanical Engineering Class X TP at SMK N 2 Medan Academic Year 2020/2021, Skripsi. Faculty of Engineering, Medan State University. 2021.

This research and development aims to produce interactive multimedia products in the subjects of Basic Mechanical Engineering Works using Adobe Flash CS6 which are feasible and effective to use. This type of research is a research and development procedure adapted from the ADDIE research and development steps, developed by Dick and Carry in designing a learning system. The process of making this product includes the following stages: (1) Analysis; (2) Design; (3) Development; (4) Implementation, and (5) Evaluation. The results of the research validation show: (1) the material expert test that the subject matter of Basic Mechanical Engineering work is included in the very feasible criteria with an average score of 4.37. (2) The media expert test is included in the very feasible criteria with an average score of 4.28. (3) The learning design expert test falls into the very feasible criteria with an average score of 4.19. (4) The individual test falls into the very high acceptance criteria or the level of acceptance by users is high with an average score of 4.21. (5) Small group trials fall into very high acceptance criteria or very high acceptance by users with an average score of 4.11 and Large-scale trials fall into the criteria of high acceptance or acceptance by high users with an average score of 4.14.

Keywords : Interactive Multimedia, Research and Development, Validation, Adobe Flash CS6, Mechanical Engineering Basic Work.

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