

ABSTRAK

Dina Agustina. NIM 5161111011: *Pengembangan Modul Pembelajaran Pada Mata Pelajaran Dasar-Dasar Konstruksi Bangunan Di Kelas X Desain Pemodelan Dan Informasi Bangunan 2 SMK N 2 MEDAN.* Skripsi. Fakultas Teknik- Universitas Negeri Medan. 2022

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis modul dengan mata pelajaran dasar-dasar konstruksi bangunan. Penelitian ini dikembangkan dengan mengadaptasi model 4D yang terdiri dari 4 Tahapan yang meliputi pendefenisian (*defina*), desain (*design*), pengembangan (*development*), dan penyebaran (*disseminate*). Kelayakan media pembelajaran dinilai menggunakan angket ahli materi, ahli media, ahli bahasa dan siswa.

Hasil penelitian berupa produk media pembelajaran berbasis modul dilengkapi dengan materi disetiap bab, contoh-contoh gambar di setiap bab, dan soal-soal disetiap bab.. Instrumen yang digunakan pada penelitian ini berupa angket dengan menggunakan teknik analisis data kuantitatif. Berdasarkan validasi produk diperoleh kelayakan media dari ahli materi dengan persentasi sebesar 85,15%, ahli media diperoleh persentasi sebesar 96%, ahli bahasa diperoleh persentasi sebesar 94% dan berdasarkan respon siswa diperoleh persentasi sebesar 85,6% dengan demikian media pembelajaran berbasis modul layak digunakan sebagai media pembelajaran.

Kata Kunci : Media Pembelajaran, 4D, DDKB

ABSTRACT

Dina Agustina. NIM 5161111011: Development of Learning Modules in the Subject of Building Construction Fundamentals in Class X Design Modeling and Building Information 2 SMK N 2 MEDAN. Essay. [Engineering- Medan State University. 2022

This research aims to develop a module-based learning media with the basics of building construction as the subject. This research was developed by adapting a 4D model which consists of 4 stages which include definition, design, development, and dissemination. The feasibility of learning media was assessed using a questionnaire of material experts, media experts, linguists and students. The results of the study were in the form of module-based learning media products equipped with material in each chapter, examples of images in each chapter, and questions in each chapter.

The instrument used in this study was a questionnaire using quantitative data analysis techniques. Based on product validation, it was obtained media feasibility from material experts with a percentage of 85.15%, media experts obtained a percentage of 96%, linguists obtained a presentation of 94% and based on student responses obtained a percentage of 85.6% thus module-based learning media was feasible used as a learning medium.

Keywords: Learning Media, 4D, DDKB

