

ABSTRAK

Junita Fenina Lucylia Sianipar: Pengembangan Media Pembelajaran Interaktif Menggunakan Metode *Computer Assisted Learning (CAL)* Pada Mata Pelajaran Dasar Desain Grafis. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2022.

Pada penelitian ini dilatarbelakangi dengan sulitnya siswa dalam menerima pembelajaran dan siswa juga kurang merasa termotivasi serta terasa seperti membosankan untuk memahami materi dan minat belajar siswa yang rendah denan dilihat dari proses belajar mengajar berlangsung. Dengan dilakukan penelitian ini bertujuan untuk mengetahui efektifitas media pembelajaran interaktif meggunakan *software Adobe Flash CS6* pada mata pelajaran dasar desain grafis.

Pada penelitian ini menggunakan model *waterfall* melalui tahapan analisis, desain, implementasi, pengujian. Pada uji kelayakan dilakukan oleh dua orang ahli materi dan dua orang ahli media serta media ini dikembangkan dan diuji cobakan kepada kelompok kecil di SMK Swasta Imelda Medan.

Media pembelajaran yang dikembangkan telah dinilai oleh ahli media dan ahli materi. Hasil validasi oleh ahli materi dikategorikan “sangat layak” dengan memperoleh nilai rata – rata 4,35 dan hasil kelayakan yang dinilai oleh ahli media dikategorikan “sangat layak” dengan memperoleh nilai rata – rata 4,63. Pada penilaian akseptansi/pengguna dikategorikan “sangat layak” dengan memperoleh nilai rata – rata 4,40. Pada Uji keefektifan media pembelajaran ini memperoleh rata – rata 0,78 dengan kategori “tinggi” sesuai dengan kategori skor normalitas gain dan produk tersebut efektif untuk digunakan pada saat proses belajar mengajar.

Kata kunci: Media Pembelajaran Interaktif, *Software Adobe Flash CS6*, Dasar Desain Grafis, Model *Waterfall*.

ABSTRACT

Junita Fenina Lucylia Sianipar: Development of Interactive Learning Media Using Computer Assisted Learning (CAL) Method in Basic Graphic Design Subjects. Essay. Faculty of Engineering, State University of Medan. 2022.

This research was motivated by the difficulty of students in accepting learning and students also felt less motivated and felt like it was boring to understand the material and students' low interest in learning seen from the teaching and learning process took place. This research aims to determine the effectiveness of interactive learning media using Adobe Flash CS6 software in basic graphic design subjects.

In this study using the waterfall model through the stages of Analysis, Design, Implementation, Testing. In the feasibility test carried out by two material experts and two media experts, this media was developed and tested on a small group at the Imelda Private Vocational School in Medan.

The learning media developed have been assessed by media experts and material experts. The results of the validation by material experts are categorized as "very feasible" by obtaining an average value of 4.35 and the results of the feasibility assessed by media experts are categorized as "very feasible" by obtaining an average value of 4.63. In the acceptance/user assessment, it is categorized as "very feasible" by obtaining an average value of 4.40. In the test of the effectiveness of this learning media, it obtained an average of 0.78 with the "high" category according to the category of gain normality scores and the product was effective for use during the teaching and learning process.

Keywords: Interactive Learning Media, Adobe Flash CS6 Software, Basic Graphic Design, Waterfall Model.