ABSTRAK

Pospin Pasaribu : *Pengembangan Media Pembelajaran Multimedia Interaktif Berbasis adobe animate cc Pada Mata Pelajaran Instalasi Motor Listrik Kelas XI SMK*. Skripsi. Fakultas Teknik Universitas Negeri Medan.2022.

Penelitian ini bertujuan untuk mengetahui rancangan sebuah media Pengembangan Media Pembelajaran Multimedia Interaktif Berbasis Adobe Animate cc Pada Mata Pelajaran Instalasi Motor Listrik Kelas XI di SMK SWASTA Dwiwarna Medan. dan menguji kelayakan media pembelajaran berbasis Interaktif yang dirancang sebagai media pembelajaran bagi siswa.

Penelitian ini dilakukan pada siswa kelas XI Teknik Instalasi Tenaga Listrik SMK Swasta Dwiwarna Medan tahun ajaran 2020/2021. Penelitian ini diuji kelayakan nya oleh Dosen. Prosedur Pengembangan Media Pembelajaran Interaktif berbasis Adobe Animate cc Pada Mata Pelajaran Instalasi Motor Listrik Kelas XI di SMK SWASTA Dwiwarna Medan dikemas dalam bentuk *software softcopy*/CD interaktif dilakukan dengan menggunakan metode R&D desain pengembangan ADDIE. Serta proses validasi kelayakan media, peneliti menggunakan metode *ADDIE* dalam penelitian dan pengembangan (*Research and* Development).

Hasil penelitian yang dilakukan menunjukkan validasi angket ahli media dengan rata-rata 4,35 interpretasi sangat baik dan sangat layak digunakan sebagai media pembelajaran. dan Hasil Validasi angket ahli materi dengan rata-rata 4,29 interpretasi sangat baik dan sangat layak digunakan sebagai materi pembelajaran.

Kata kunci : *Pengembangan, Adobe Animate cc, Instalasi Motor Listrik.*

ABSTRACT

Pospin Pasaribu : Development of Interactive multimedia Learning Media based on Adobe Animate cc in Class XI Electrical Motor Installation. Thesis. Faculty of Engineering, State University Of Medan. 2022

This study aims to determine the design of a medium for the development of interactive multimedia learning media based on Adobe Animate cc in the subject of Electrical Motor Installation Class XI at Dwiwarna PRIVATE VOCATIONAL SCHOOL, Medan. and test the feasibility of interactive-based learning media designed as learning media for students.

This research was conducted on students of class XI Electrical Power Installation Engineering at Dwiwarna Private Vocational School in Medan for the 2020/2021 academic year. This research was tested for its feasibility by Lecturers. The procedure for developing Adobe Animate cc-based Interactive Learning Media in the Class XI Electrical Motor Installation Subject at the Dwiwarna PRIVATE VOCATIONAL SCHOOL in Medan is packaged in the form of interactive softcopy/CD software carried out using the R&D method of ADDIE development design. As well as the media feasibility validation process, researchers used the ADDlE method in research and development (Research and Development).

The results of the research conducted showed that the validation of the media expert's questionnaire with an average of 4.35 interpretations was very good and very feasible to be used as a learning medium. and the results of the material expert's questionnaire validation with an average of 4.29 interpretations are very good and very suitable to be used as learning materials.

Keywords: ***Development, Interactive-based learning media, Electric Motor Installation***