

ABSTRAK

Yogisuspanso Simarmata. NIM. 5153331026 : Pengembangan Media Pembelajaran Interaktif Menggunakan Adobe Flash CS6 pada Mata Pelajaran Instalasi Motor Listrik Kelas XI di SMK Swasta Dwiwarna Medan.

Penelitian ini bertujuan untuk mengetahui rancangan sebuah media Pengembangan Media Pembelajaran Interaktif Menggunakan Adobe Flash CS6 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 berbasis Interaktif pada mata pelajaran instalasi motor listrik 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 4,65 interpretasi sangat baik dan sangat layak digunakan sebagai media pembelajaran. dan Hasil Validasi angket ahli materi dengan rata-rata 4,4 interpretasi sangat baik dan sangat layak digunakan sebagai materi pembelajaran.

Kata kunci : *Pengembangan, Media Pembelajaran Interaktif, Instalasi Motor Listrik.*

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ABSTRACT

Simarmata, Yogisuspanso : Development of Interactive-Based Learning Media with Adobe Flash CS6 in the Subject of Electric Motor Installation Class XI, Electrical Power Installation Engineering Department at Dwiwarna Vocational High School Medan, 2021

This study aims to determine the design of a media for developing Interactive-based Learning Media with the Adobe Flash CS6 in the Class XI Electrical Motor Installation Subject of the Electrical Power Installation Engineering Department at Dwiwarna Vocational High School Medan and to test the feasibility of Interactive-based learning media designed as learning media. for student.

This research was conducted on class XI TITL students of Dwiwarna Vocational High School Medan for the 2020/2021 school year. This research was tested on lecturers. The procedure for developing Interactive-based learning media on the subject of electric motor installation packaged in softcopy / interactive CD software is carried out using the ADDIE R&D design method. As well as the media feasibility validation process, researchers used the ADDIE method in research and development (Research and Development).

The results of this study indicate that the validation of the media expert questionnaire with an average of 4.65 interpretations is very good and very suitable for use as a learning media. Validation of material experts with an average of 4.4 interpretations is very good to use as a learning media.

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

