

## ABSTRAK

MHD. IQBAL HASRUL. 8186166008. Pengembangan Video Ajar Mata Pelajaran Produk Kreatif Dan Kewirausahaan Untuk Meningkatkan Hasil Belajar Siswa Kelas XI di SMK BM Panca Budi Medan.

Kondisi pandemi COVID-19 yang dihadapi saat ini, mau tidak mau telah menghantarkan pola pembelajaran yang menggunakan media informasi teknologi. Penelitian ini adalah penelitian pengembangan (Research and Development) dengan jenis 4D karena dalam penelitian ini dikembangkan media ajar berupa video berbasis camtasia studio pada mata pelajaran Produk Kreatif dan Kewirausahaan untuk siswa kelas XI di SMK-BM Panca Budi, Medan Tahun Ajaran 2021/2022. hasil penelitian kelayakan terhadap media pembelajaran video ajar yang dikembangkan tersebut diperoleh persentase nilai rata-rata skor keseluruhan 86,4% termasuk ke dalam kategori “sangat layak” yang artinya media pembelajaran video ajar yang telah dikembangkan terbukti layak untuk digunakan dalam proses belajar mengajar. dari hasil output *independent sampel test* diatas diambil dari data homogen dengan melihat *equal varians assumed* bahwa nilai signifikansi (2-tailed) yang diperoleh  $0,00 < 0,05$  dengan uji statistik menggunakan uji t dengan hasil pengujian menunjukkan  $t_{hitung} 30,349 > t_{table} 1,680$  dengan  $\alpha 0,05$  dan  $df = 44$  atau dengan kata lain  $H_0$  ditolak dan  $H_a$  diterima.

**Kata Kunci:** Pengembangan video Ajar, Berbasis Camtasia, Hasil Belajar Siswa

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## ABSTRACT

MHD. IQBAL HASRUL. 8186166008. Development Of Teaching Video for Creative Products And Entrepreneurship Subject to Improve Learning Outcomes Of Class XI Students At Smk-Bm Panca Budi, Medan.

The current state of the COVID-19 pandemic, inevitably has led to a pattern of learning that uses information technology media. This research is a research and development research with 4D type because in this research the media developed is in the form of camtasia studio-based video in the subject of Creative Products and Entrepreneurship for class XI students at SMK-BM Panca Budi, Medan in the 2021/2022 academic year. the results of the research on the developed teaching video learning media obtained the percentage of the average overall score of 86.4% included in the "very feasible" category, which means that the teaching video learning media that has been developed is proven to be suitable for use in the learning process. From the results of the independent test sample output above taken from homogeneous data by looking at the same variance it is assumed that the significance value (2-tailed) obtained is  $0.00 < 0.05$  with statistical tests using t test with test results showing  $t \text{ count } 30.349 > t \text{ table } 1.680$  with  $0.05$  and  $df = 44$  or in other words  $H_0$  is rejected and  $H_a$  is accepted.

**Keywords:** Teaching Video Development, Camtasia-Based, Student Learning Outcomes

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