

ABSTRAK

Nur imaniah, Nim 5153341011: Pengembangan Media Adobe Flash CS6 pada Mata Pelajaran Prakarya Siswa kelas VIII SMP Negeri 1 Sunggal. Skripsi. Program Studi Pendidikan Tata Busana. Jurusan Pendidikan Kesejahteraan Keluarga. Fakultas Teknik Universitas Negeri Medan 2023.

Penelitian ini bertujuan untuk mengetahui kelayakan media *Adobe Flash CS6* pada mata pelajaran prakarya kelas VIII. Jenis penelitian yang digunakan adalah penelitian dan pengembangan menggunakan model pengembangan *Borg & Gall*. Berikut 10 langkah pengembangan, yakni: 1) potensi dan masalah, 2) pengumpulan data, 3) desain produk, 4) validasi desain, 5) revisi desain, 6) uji coba produk, 7) revisi produk, 8) uji coba pemakaian, 9) revisi desain, 10) produk massal. Subjek dalam *penelitian* ini adalah siswa kelas VIII SMP Negeri 1 Sunggal sebanyak 32 siswa. Objek penelitian adalah mata pelajaran Prakarya aspek kerajinan limbah anorganik keras dengan menggunakan media *Adobe Flash CS6*. Instrumen pengumpulan data yang digunakan Observasi, Wawancara, dan Angket (kuesioner) dalam penilaian menggunakan skala likert.

Hasil penelitian diketahui bahwa media *Adobe Flash CS6* aspek kerajinan limbah anorganik keras dinyatakan layak sebagai media pembelajaran. Rata-rata skor dari ahli materi adalah 87% dalam kategori Sangat Baik karena memenuhi standart kelayakan isi 80% , standard kelayakan penyajian 83% dan standard kelayakan Evaluasi 80%. penilaian ahli media adalah 91% dalam kategori Sangat Baik karena memenuhi standard kelayakan isi 83%, standard kelayakan penyajian 80%, dan standard kelayakan Manfaat 85%. Secara keseluruhan media *Adobe Flash CS6* materi pembuatan kerajinan limbah anorganik keras dapat digunakan sebagai media pembelajaran di SMP Negeri 1 Sunggal karena termasuk dalam kategori layak berdasarkan hasil penelitian kelayakan media *Adobe Flash CS6* secara keseluruhan.

Kata Kunci : Pengembangan, Media, Mata Pelajaran Prakarya

ABSTRACK

Nur faithah, Nim 5153341011: Development of Adobe Flash CS6 Media for Craft Subjects for Class VIII Students of SMP Negeri 1 Sunggal. Essay. Fashion Design Education Study Program. Department of Family Welfare Education. Faculty of Engineering, Medan State University 2023.

This study aims to determine the feasibility of Adobe Flash CS6 media in class VIII craftsmanship subjects. Learning tools developed in accordance with SK and KD on material for making Craft products from Inorganic Waste class VIII. Learning media is expected to meet the criteria for the quality of learning which includes the quality of the content and objectives, the quality of media appearance, and the practicality of the media. The type of research used is research and development using the Borg & Gall development model. The following 10 development steps, namely: 1) potential and problems, 2) data collection, 3) product design, 4) design validation, 5) design revision, 6) product trial, 7) product revision, 8) trial use, 9) design revision, 10) mass product. The subjects in this study were 32 students in class VIII of SMP Negeri 1 Sunggal. The object of the research is the craft subject of aspects of hard inorganic waste craft using Adobe Flash CS6 media. The data collection instruments used were Observations, Interviews, and Questionnaires (questionnaires) in the assessment using a Likert scale. The research results show that the Adobe Flash CS6 media aspects of hard inorganic waste craftsmanship are declared feasible as learning media. The average score of material experts was 87% in the Very Good category because it met the eligibility standard for content of 80%, the eligibility standard for presentation of 83% and the eligibility standard for evaluation of 80%. the media expert's assessment was 91% in the Very Good category because it met the eligibility standard for content of 83%, the eligibility standard for presentation of 80%, and the eligibility standard for benefits of 85%. Overall, the Adobe Flash CS6 media for materials for making hard inorganic waste crafts can be used as a learning medium at SMP Negeri 1 Sunggal because it is included in the appropriate category based on the results of the feasibility study of the Adobe Flash CS6 media as a whole.

Keywords: Development, Media, Crafts