

## ABSTRAK

**Annisa Afianty. NIM. 5153111008** : *Pengembangan Media Pembelajaran Video Menggunakan Aplikasi Canva Pada Mata Pelajaran Menggambar Teknik di Kelas X Program Keahlian Desain Pemodelan Informasi Bangunan SMK Negeri 1 Percut Sei Tuan*. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2022.

Penelitian ini bertujuan untuk: (1) Mengetahui proses pengembangan media pembelajaran video sebagai media pembelajaran pada mata pelajaran Menggambar Teknik. (2) Mengetahui kelayakan media pembelajaran video pada mata pelajaran Menggambar Teknik. Penelitian ini menggunakan metode penelitian pengembangan model ADDIE yang meliputi: (1) Tahap analisis, dilakukan dengan 2 kegiatan yaitu analisis kebutuhan dan analisis materi. (2) Tahap desain, dilakukan dengan membuat skenario media pembelajaran video serta *storyboard* terlebih dahulu dan dilanjutkan dengan merancang video pembelajaran. (3) Pada tahap pengembangan, dilakukan validasi penilaian terhadap video pembelajaran yang dilakukan oleh ahli materi dan ahli media. (4) Tahap implementasi pada penelitian ini tidak dilakukan dikarenakan pengembangan produk hanya sampai sebatas pada uji kelayakan produk. (5) Tahap evaluasi, dilakukan pada tahap akhir dari proses pengembangan terkait hasil akhir media pembelajaran video pada mata pelajaran Menggambar Teknik. Hasil penelitian menunjukkan bahwa pengujian kelayakan yang dilakukan oleh ahli materi 1 mendapat persentase penilaian sebesar 88% dengan kategori sangat layak, hasil pengujian kelayakan oleh ahli materi 2 (respon guru) mendapat persentase penilaian sebesar 88% dengan kategori sangat layak, dan hasil pengujian kelayakan oleh ahli media mendapat persentase penilaian sebesar 83% dengan kategori sangat layak. Dari keseluruhan data yang diperoleh, hasil penelitian menunjukkan bahwa media pembelajaran video Menggambar Teknik layak digunakan siswa kelas X DPIB di SMK Negeri 1 Percut Sei Tuan.

**Kata Kunci** : Pengembangan Media Pembelajaran; Media Pembelajaran Video; Menggambar Teknik; Model ADDIE.

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## ABSTRACT

**Annisa Afianty. NIM. 5153111008** : *Development of Video Learning Media for Engineering Drawing Subject in Class X Design Expertise Program for Building Information Modeling at SMK Negeri 1 Percut Sei Tuan. Skripsi. Faculty of Engineering, State University of Medan. 2022.*

This study aims to: (1) Knowing the process of developing video learning media as learning media in Engineering Drawing subjects. (2) Knowing the feasibility of video learning media in Engineering Drawing subjects. This study uses development research methods with the Addie model which includes: (1) The analysis stage, carried out with 2 activities, namely the analysis of the needs and analysis of the material. (2) The design stage, done by creating video learning media scenarios and storyboard first and continued by designing learning videos. (3) At the development stage, validation of assessment of learning videos is carried out by material experts and media experts. (4) The implementation phase in this study was not carried out because the development of the product was only limited to the product feasibility test. 5) The evaluation stage, carried out at the final stage of the development process related to the final results of video learning media in Engineering Drawing subjects. The results showed that the feasibility testing conducted by the 1st material expert received a percentage of assessment of 88% with a very feasible category, the results of the feasibility testing by the 2nd material expert (teacher response) received a percentage of assessment of 88% with a very feasible category, and the results of the feasibility testing by media experts received a percentage of assessment of 83% with a very feasible category. From the entire data obtained, the results showed that the video learning media of Engineering Drawing subjects was feasible for class X DPIB students in SMK Negeri 1 Percut Sei Tuan.

**Keywords** : Learning Media Development; Video Learning Media; Engineering Drawing; ADDIE models.

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