

ABSTRAK

Agustinus Tarigan. NIM. 5153331003 : Pengembangan Media Pembelajaran Berbasis Multimedia Interaktif dengan Adobe Flash CS6 pada Mata Pelajaran Dasar Listrik Dan Elektronika Kelas X SMK Swasta Dwiwarna Medan. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2022.

Penelitian ini bertujuan untuk mengetahui kelayakan pengembangan media pembelajaran berbasis multimedia interaktif menggunakan *adobe flash cs6* pada mata pelajaran Dasar Listrik Dan Elektronika kelas X SMK Swasta Dwiwarna Medan. Penelitian ini menggunakan metode *Research and Development (R&D)* dengan prosedur pengembangan yang dikembangkan mengacu pada model *ADDIE* yang meliputi analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian ini adalah siswa kelas X TITL SMK Swasta Dwiwarna Medan. Hasil penelitian diketahui bahwa: (1) Pembuatan *Media Pembelajaran Berbasis Multimedia Interaktif dengan Adobe Flash CS6* sesuai dengan konsep pengembangan *ADDIE*; (2) Berdasarkan hasil penilaian ahli materi I mencapai nilai rata-rata 3,4 (Sangat Layak) dan ahli materi II mencapai nilai rata-rata 3,4 (Sangat Layak). Berdasarkan hasil penilaian ahli media I mencapai nilai 3,5 (Sangat Layak) dan ahli media II mencapai nilai rata-rata 3,2 (Sangat Layak). Dengan demikian pengembangan media pembelajaran berbasis multimedia interaktif dengan *Adobe Flash cs6* ini dinatakan valid dan praktis.

Kata kunci : Pengembangan, Multimedia Interaktif, Adobe Flash CS6

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ABSTRACT

Augustine Tarigan. NIM. 5153331003: Development of Interactive Multimedia-Based Learning Media with Adobe Flash CS6 in the Basic Subjects of Electricity and Electronics Class X at Dwiwarna Private Vocational School, Medan. Thesis. Faculty of Engineering, Medan State University. 2022.

This study aims to determine the feasibility of developing interactive multimedia-based learning media using Adobe Flash CS6 on the Basic Electrical and Electronics subject in class X at Dwiwarna Private Vocational School, Medan. This study uses the Research and Development (R&D) method with the development procedures developed referring to the ADDIE model which includes analysis, design, development, implementation, and evaluation. The subjects of this study were students of class X TITL at Dwiwarna Private Vocational High School, Medan. The results of the research show that: (1) Making Interactive Multimedia-Based Learning Media with Adobe Flash CS6 is in accordance with the ADDIE development concept; (2) Based on the results of the material expert assessment I achieved an average value of 3.4 (Very Eligible) and material II experts achieved an average value of 3.4 (Very Eligible). Based on the results of the assessment of media experts I achieved a score of 3.5 (Very Eligible) and media experts II achieved an average score of 3.2 (Very Eligible). Thus the development of interactive multimedia-based learning media with Adobe Flash cs6 is valid and practical.

Keywords: Development, Interactive Multimedia, Adobe Flash CS6

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