

ABSTRAK

Ananda Azhari Dalimunthe: Pengembangan Media Pembelajaran Menggunakan Metode *Computer Based Instruction* berbasis *Adobe Flash CS6* Untuk Meningkatkan Pemahaman Tentang Desain Grafis Kelas X SMK Swasta Istiqlal Delitua. Skripsi. Program Studi Pendidikan Teknologi Informatika dan Komputer. Universitas Negeri Medan. 2023.

Penelitian ini dilakukan dengan tujuan untuk mengetahui tingkat kelayakan dan tingkat efektivitas media pembelajaran dengan menggunakan metode *Computer-Based Instruction* (CBI) pada mata pelajaran Desain Grafis materi unsur-unsur tata letak berupa garis, ilustrasi, tipografi, warna, gelap-terang, tekstur, dan ruang yang dirancang.

Penelitian ini diselenggarakan di SMK Swasta Istiqlal Delitua, khususnya pada kelas X jurusan Teknik Komputer dan Jaringan (TKJ). Jumlah subjek pengguna terdiri atas 34 siswa, di mana kegiatan penelitian dilakukan ketika pelajaran produktif berlangsung. Pengujian yang dilakukan adalah uji kelayakan dan uji efektivitas. Uji kelayakan diperoleh dari penilaian angket yang disebarakan ke dua orang ahli media, dua orang ahli materi, dan pengguna (siswa). Sedangkan uji efektivitas diambil dengan melakukan perbandingan nilai antara hasil belajar siswa dalam kegiatan pre-test dan post-test untuk melihat apakah hasil belajar mengalami peningkatan sesudah media disebarakan dan dikenalkan kepada siswa.

Dari Hasil temuan dan Kesimpulan didapatkan bahwa media pembelajaran pada mata pelajaran Desain Grafis dengan metode *Computer-Based Instruction* (CBI) yang dirancang memiliki tingkat Kelayakan “Sangat Layak” di dalam domain konten materi dan domain media dengan penilaian 3,91 serta mendapatkan nilai “Tingkat Akseptansi Tinggi” pada domain tingkat akseptansi atau domain pengguna dengan skor penilaian 4,44. dengan memiliki n-gain rata-rata sebesar 0.70 Data Keseluruhan dari uji N-Gain memiliki kesimpulan hasil sebesar 3% (1 orang) kategori rendah, 17% (6 orang) kategori Sedang, dan 80% (28 orang) kategori Tinggi. Dengan didominasi oleh hasil efektivitas tinggi, maka dapat dilihat dan disimpulkan secara keseluruhan produk media pembelajaran yang dikembangkan memiliki hasil uji efektifitas kategori tinggi dan media sudah terbukti efektif dalam uji coba penggunaannya.

Kata Kunci: Media Pembelajaran, Pembelajaran Berbasis Komputer, *Computer-Based Instruction*

ABSTRACT

Ananda Azhari Dalimunthe: Development of Learning Media Using the Computer Based Instruction Method based on Adobe Flash CS6 to Increase Understanding of Graphic Design for Class X of Istiqlal Delitua Private Vocational School. Thesis. Information Technology and Computer Education Study Program. Medan State University. 2023.

This research was conducted with the aim of knowing the level of feasibility and level of effectiveness of instructional media using the Computer-Based Instruction (CBI) method in the Graphic Design subject matter of layout elements in the form of lines, illustrations, typography, colors, light-darkness, texture, and designed space.

This research was conducted at the Istiqlal Delitua Private Vocational School, especially in class X majoring in Computer and Network Engineering (TKJ). The number of user subjects consists of 34 students, where research activities are carried out when productive lessons take place. The tests carried out are the feasibility test and the effectiveness test. The feasibility test was obtained from a questionnaire that was distributed to two media experts, two material experts, and users (students). While the effectiveness test is taken by comparing the scores between student learning outcomes in the pre-test and post-test activities to see whether learning outcomes have increased after the media is distributed and introduced to students.

From the findings and conclusions it was found that learning media in Graphic Design subjects with the Computer-Based Instruction (CBI) method were designed to have a "Very Eligible" Feasibility level in the material content domain and media domain with an assessment of 3.91 and earned a "Level High Acceptance" in the domain of acceptance level or user domain with an assessment score of 4.44. by having an average n-gain of 0.70. Overall data from the N-Gain test has a conclusion of results of 3% (1 person) in the low category, 17% (6 people) in the Medium category, and 80% (28 people) in the High category. By being dominated by high effectiveness results, it can be seen and concluded that overall the learning media products developed have high category effectiveness test results and the media has been proven effective in trials of its use.

Keywords: Learning Media, Computer-Based Learning, Computer-Based Instruction