ABSTRAK

Nadya Ashwarina Putri Lubis: Pengembangan Media Pembelajaran Berbasis *Website* Dengan Penerapan Model *Quantum Learning* Pada Mata Pelajaran Dasar-Dasar Pengembangan Perangkat Lunak dan Gim di SMK Negeri 2 Tebing Tinggi. 2023.

Penelitian ini dilakukan di SMK Negeri 2 Tebing Tinggi karena terdapat masalah pada proses pembelajaran Dasar-Dasar Pengembangan Perangkat Lunak dan Gim. Dalam pelaksanaan pembelajarannya, SMK Negeri 2 Tebing Tinggi belum mengembangkan inovasi media pembelajaran, miskinnya bahan ajar dikarenakan pengadaan bahan ajar di sekolah belum sempurna sehingga siswa hanya menunggu informasi pembelajaran yang bersumber dari guru, proses belajar dikelas juga kurang menyenangkan dan cenderung membosankan. Oleh karena itu, dikembangkan media pembelajaran berbasis *website* dengan penerapan model *quantum learning* yang bertujuan untuk mempermudah siswa agar mengerti materi yang diajarkan, menjadi sumber belajar bagi siswa serta menjadikan pembelajaran lebih menyenangkan.

Pengembangan media pembelajaran berbasis *website* dengan model *quantum learning* mengikuti tahapan yang ada pada model ADDIE (*Analysis, Design, Development, Implementation, Evaluation)* dan menggunakan model pengembangan RAD (*Rapid Application Development).* Pada penelitian ini, dilakukan uji kelayakan oleh 2 validator ahli materi, 2 ahli media dan akseptansi siswa. Hasil dari uji kelayakan oleh 2 ahli materi, 2 ahli media dan akseptansi siswa berada pada rentang mean skor 4,17-5,00 yaitu “sangat layak”. Maka, media yang dikembangkan sangat layak digunakan.

Selain uji kelayakan, uji efektivitas dilakukan untuk menguji keefektifan dari media yang dikembangkan. Uji efektivitas menggunakan uji N-gain pada kelas kontrol dan kelas eksperimen. Pada kelas kontrol memiliki rata-rata 0,08 atau 8% dan pada kelas eksperimen senilai 0,39 atau 39%. Perbedaan antara keduanya menghasilkan bahwa kelas eksperimen lebih memiliki dampak positif yang besar dibanding kelas kontrol.

Kata Kunci : Media Pembelajaran, *Website, Quantum Learning*.

ABSTRACT

Nadya Ashwarina Putri Lubis: Development of Website-Based Learning Media with the Application of Quantum Learning Models in the Basics of Software and Game Development at SMK Negeri 2 Tebing Tinggi. 2023.

This research was conducted at SMK Negeri 2 Tebing Tinggi because there were problems in the learning process of the Basics of Software and Game Development. In the implementation of learning, SMK Negeri 2 Tebing Tinggi has not developed innovative learning media, poor teaching materials due to the procurement of teaching materials in schools are not perfect so that students only wait for learning information sourced from teachers, the learning process in class is also less fun and tends to be boring. Therefore, website-based learning media was developed with the application of quantum learning models that aim to make it easier for students to understand the material taught, become a learning resource for students and make learning more fun.

The development of website-based learning media with quantum learning models follows the stages in the ADDIE model (Analyze, Design, Development, Implementation, Evaluation) and for the development model uses the RAD (Rapid Application Development). In this study, feasibility tests were carried out by 2 material expert validators, 2 media experts and student acceptance. The results of the feasibility test by 2 material experts, 2 media experts and student acceptance were in the range of a mean score of 4.17-5.00, which is "very feasible". So, the developed media is very feasible to use.

In addition to feasibility tests, effectiveness tests are carried out to test the effectiveness of the developed media. Test effectiveness using N-gain test on control class and experimental class. In the control class it had an average of 0.08 or 8% and in the experimental class it was 0.39 or 39%. The difference between the two resulted in the experimental class having a greater positive impact than the control class.

Keywords : Learning Media, Website, Quantum Learning