

## ABSTRAK

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*PENGEMBANGAN MEDIA PEMBELAJARAN MENGGUNAKAN TEKNOLOGI VIRTUAL REALITY EXHIBITION DI SMK NEGERI 1 PERCUT SEI TUAN. Skripsi. Fakultas Teknik, Universitas Negeri Medan. 2023.*

Disekolah SMK Negeri 1 Percut sei tuan memiliki beberapa jurusan, salah satunya adalah Jurusan Rekayasa Perangkat Lunak dalam didalam kopetensi keahlian Rekayasa Perangkat Lunak Dan Gim terdapat sebuah mata pelajaran Dasar-Dasar Pengembangan Perangkat Lunak Dan Gim dan ini merupakan sebuah mata pelajaran yang barn diterapkan disekolah tersebut. Terdapat beberapa kesulitan yang dihadapi oleh guru dalam menerapkan kurikulum ini. Seperti kurangnya pemahaman dan kesiapan, Perubahan dalam metode pengajaran, dan Keterbatasan sumber daya (pengajar, materi, peraga dll).

Penelitian ini memiliki tujuan untuk mengetahui kelayakan penggunaan media pembelajaran *Virtual Reality Exhibition* sebagai media pembelajaran di SMK Negeri 1 Percut Sei Tuan. Penelitian ini dilakukan pada siswa kelas X RPL 2 sebanyak 25 siswa di SMK Negeri 1 Percut Sei Tuan. Metode pengembangan yang di gunakan dalam penelitian ini adalah *Multimedia Development Life Cycle*. Model ini memiliki 6 tahapan seperti, *concept, design, material collecting, assembly, testing, dan distribution*. Intrumen yang digunakan berupa Angket/Kuesioner yang divalidasi oleh 2 ahli materi dan 2 ahli media, dan pengujian akseptabilitas siswa yang dilakukan sebanyak 25 siswa di SMK Negeri 1 Percut Sei Tuan.

Berdasarkan penelitian yang dilakukan memperoleh hasil validasi materi oleh ahli materi diketahui untuk penilaian rata-rata keseluruhan sebesar 4,6 (Sangat Layak) dari data uji kelayakan materi ini dapat disimpulkan materi pada media Virtual Reality Exhibition sudah sangat layak digunakan sebagai materi pembelajaran. Hasil validasi media oleh ahli media diketahui untuk penilaian rata-rata keseluruhan sebesar 4,7 (Sangat Layak) dari data uji kelayakan media ini dapat disimpulkan bahwa media Virtual Reality Exhibition sudah sangat layak untuk digunakan sebagai media pembelajaran. Dan hasil uji akseptansi media oleh

pengguna / siswa kelas X RPL 2 sebanyak 25 siswa diketahui untuk penilaian rata - rata keseluruhan sebesar 4,5 (Akseptansi Sangat Tinggi). Dengan hasil yang diperoleh diatas, maka media ini dapat disimpulkan bahwa media pembelajaran menggunakan teknologi *Virtual Reality Exhibition* mata pelajaran dasar - dasar pengembangan perangkat lunak dan gim di Srnk Negeri 1 Percut Sei Tuan bisa diterima dan layak digunakan sebagai media pembelajaran dalam proses pembelajaran.

**Kata Kunci** : Media Pembelajaran, *Virtual Reality Exhibition*, *Multimedia Development Life Cycle*.



## ABSTRACT

*Azgal Akzī : DEVELOPMENT OF LEARNING MEDIA USING VIRTUAL REALITY EXHIBITION TECHNOLOGY IN SMK NEGERI 1 PERCUT SEI TUAN. Skripsi. Fakultas Teknik, Universitas Negeri Medan. 2023.*

At SMK Negeri 1 Percut Sei Tuan, there are several majors, one of which is the Department of Software Engineering, within the competence of Software Engineering and Games expertise, there is a subject of Fundamentals of Software Development and Games, and this is a subject that has just been implemented at the school. There are several difficulties teachers face in implementing this curriculum, such as a lack of understanding and readiness, changes in teaching methods, and limited resources (teachers, materials, visual aids, etc.).

This study aims to determine the feasibility of using Virtual Reality Exhibition learning media as learning media at SMK Negeri 1 Percut Sei Tuan. This research was conducted on students of class XRPL 2 as many as 25 students at SMK Negeri 1 Percut Sei Tuan. The development method used in this study is the Multimedia Development Life Cycle. This model has 6 stages such as concept, design, material collecting, assembly, testing, and distribution. The instruments used were questionnaires which were validated by 2 material experts and 2 media experts, and student acceptability testing was conducted by 25 students at SMK Negeri 1 Percut Sei Tuan.

Based on the research conducted to obtain the results of material validation by material experts it is known for an overall average rating of 4.6 (Very Feasible) from the material feasibility test data, it can be concluded that the material in Virtual Reality Exhibition media is very suitable for use as learning material. The results of media validation by media experts are known for an overall average rating of 4.7 (Very Eligible) from the media feasibility test data it can be concluded that Virtual Reality Exhibition media is very suitable for use as a learning medium. And the results of the media acceptance test by users/students of class XRPL 2 as many as 25 students are known to have an overall average rating of 4.5 (Very High Acceptance). With the results obtained above, it can be concluded that learning

*media using Virtual Reality Exhibition technology in the basic subjects of software development and games at Percut Sei Tuan 1 State Vocational High School can be accepted and appropriate to be used as learning media in the learning process.*

**Keywords:** *Learning Media, Virtual Reality Exhibition, Multimedia Development Life Cycle.*

