

ABSTRAK

Aldi Syahputra : Pengembangan Media Alat Evaluasi Pembelajaran Berbasis *Game Educandy* Pada Mata Pelajaran *Food And Beverage* SMK Negeri 1 Berastagi. Skripsi. Fakultas Teknik. Universitas Negeri Medan. 2023.

Penelitian ini bertujuan untuk : (1) Mengembangkan media alat evaluasi pembelajaran berbasis *Game Educandy* pada materi *Table Set up* dan *Clear Up*; (2) Menguji kelayakan media alat evaluasi pembelajaran berbasis *Game Educandy* pada mata pelajaran *Tabel Set up* dan *Clear Up* menurut ahli materi dan ahli media; (3) Mengetahui akseptansi media alat evaluasi pembelajaran berbasis *Game Educandy* pada materi *Table Set up* dan *Clear Up* berdasarkan respon siswa. Metode penelitian ini menggunakan model pengembangan 4-D yang meliputi *Define* (analisis kebutuhan), *Design* (membuat storyboard dan pembuatan media pembelajaran), *Development* (validasi oleh ahli materi dan ahli media), *Disseminate* (Akseptansi). Subjek penelitian terdiri dari dua orang ahli materi, satu orang ahli media dan 30 siswa Program Keahlian Perhotelan dan Jasa Pariwisata SMK Negeri 1 Berastagi.

Teknik pengumpulan data menggunakan angket untuk menjangkau data kualitas materi dan data kualitas media. Teknik analisis data secara deskriptif. Lokasi penelitian dilakukan di Program Keahlian Perhotelan dan Jasa Pariwisata SMK negeri 1 Berastagi. Waktu penelitian pada September 2023. Hasil penelitian ini, hasil penelitian analisis kebutuhan guru dan siswa bahwa guru dan siswa membutuhkan media pembelajaran berbasis *Game Educandy*, masing-masing skor ≥ 50 persen. Materi ini dapat disebarluaskan dan di implementasikan pada materi *Table Set up* dan *Clear Up*. Hasil validasi materi memperoleh kelayakan sebesar 89,23 persen dengan kriteria “Sangat Layak” dan hasil validasi ahli media memperoleh kelayakan sebesar 89,41 persen dengan kriteria “Sangat Layak” sehingga pembelajaran media *game educandy* pada materi *table set up* dan *clear up* termasuk kategori “Sangat Layak” dengan nilai rata-rata 89,32 persen. Hasil penilaian siswa terhadap uji coba respon siswa pembelajaran *game educandy* pada materi *table set up* dan *clear up* termasuk sangat tinggi dengan skor 4,41.

ABSTRACT

Aldi Syahputra : *Development of Educandy Game-Based Learning Evaluation Tool Media in Food and Beverage SMK Negeri 1 Berastagi. Essay. Faculty of Engineering. Medan State University. 2023.*

This research aims to: (1) Develop a media learning evaluation tool based on the Educandy Game on Table Set up and Clear Up material; (2) Testing the feasibility of the Educandy Game-based learning evaluation tool in the Table Set up and Clear Up subjects according to material experts and media experts; (3) Understanding the media acceptability of the Educandy Game-based learning evaluation tool in Table Set up and Clear Up material based on student responses. This research method uses a 4-D development model with includes Define (needs analysis), Design (creating storyboards and creating learning media), Development (validation by material experts and media experts), Disseminate (Acceptance). The research subjects consisted of two material experts, one media expert and 30 students of the Hospitality and Tourism Services Expertise Program at SMK Negeri 1 Berastagi.

The data collection technique uses a questionnaire to capture material quality data and media quality data. Descriptive data analysis techniques. The location of the research was the Hospitality and Tourism Services Skills Program at SMK Negeri 1 Berastagi. The time of the research is September 2023. The results of research analyz, the wants of teachers and students, show that teachers and students need learning media based on the Educandy Game, each with a score of ≥ 50 percent. This material can be disseminated and implemented in Table Set up and Clear Up material. The material validation results obtained a feasibility of 89.23 percent with the criteria "Very Eligible" and the media expert validation results obtained a feasibility of 89.41 percent with the criteria "Very Eligible" so that educational game media learning in the table setting and clear up material was included in the "Very Feasible" category. Decent" with an average score of 89.32 percent. The results of the student assessment of the trial of students' responses to learning the Educandy game on table set up and clae r up material were very high with a score of 4.41