ABSTRAK

Imanri Suharianto Sitohang : *Pengembangan Media Pembelajaran Interaktif Lectora Inspire Pada Mata Pelajaran Gambar Teknik Mesin Kelas X Teknik Pemesinan SMK Swasta PAB 1 Helvetia.* Skripsi. Fakultas Teknik. Universitas Negeri Medan. 2021

Pengembangan media pembelajaran interaktif *lectora inspre* ini merupakan salah satu alat pembelajaran yang dapat membantu guru dalam menyampaikan materi pembelajaran, sehingga siswa mudah dalam memahami materi yang disampaikan oleh guru dan siswa tidak merasa bosan ketika belajar. Kebutuhan akan media pembelajaran interaktif *lectora inspire* ini didasarkan pada kenyataan bahwa belum adanya media interaktif yang digunakan dalam pembelajaran Gambar Teknik Mesin di SMK Swasta PAB 1 Helvetia.

Tujuan penelitian ini adalah (1) menganalisis kebutuhan siswa kelas X SMK Swasta PAB 1 Helvetia, (2) menghasilkan media pembelajaran interaktif *lectora inspire* pada mata pelajaran Gambar Teknik Mesin, (3) menguji kelayakan produk media pembelajaran interaktif *lectora inspire*. Penelitian dan pengembangan ini dalam pelaksanaannya menggunakan model ADDIE yang meliputi tahap *analyze* (analisis), *design* (perancangan), *development* (pengembangan), *implantation* (implementasi), dan *evaluation* (evaluasi). Kelayakan produk diukur melalui hasil validasi ahli materi, ahli media pembelajaran, dan ahli desain pembelajaran. Tahap uji coba dilakukan terhadap siswa melalui uji coba *one to one*, uji coba skala kecil dan uji coba skala besar.

Hasil penelitian pengembangan media pembelajaran interaktif *lectora inspire* pada mata pelajaran Gambar Teknik Mesin memenuhi kriteria sangat layak, dengan hasil validasi ahli materi diperoleh rata-rata skor sebesar 4,73 dengan kriteria "sangat layak", hasil validasi ahli media pembelajaran diperoleh rata-rata skor 4,44 dengan kriteria "sangat layak" dan hasil validasi ahli desain pembelajaran diperoleh rata-rata skor sebesar 4,61 dengan kriteria "sangat layak". Untuk hasil penilaian uji coba *one to one* diperoleh skor rata-rata sebesar 4,34 dengan kriteria "sangat layak", hasil uji coba skala kecil diperoleh rata-rata skor sebesar 4,54 dengan kriteria "sangat layak", dan hasil uji coba skala besar diperoleh rata-rata skor sebesar 4,58 dengan kriteria "sangat layak".

Kata Kunci: Pengembangan Media, Gambar Teknik, *Lectora Inspire*

ABSTRACT

Imanri Suharianto Sitohang : *Development of Lectora Inspire Interactive Learning Media in Mechanical Engineering Drawing Subject Class X Machining Engineering PAB 1 Helvetia Private Vocational School*. Essay. Faculty of Engineering. Universitas Negeri Medan. 2021

The development of lectora inspre interactive learning media is one of the learning tools that can assist teachers in delivering learning materials, so that students easily understand the material presented by the teacher and students do not feel bored when learning. The need for interactive learning media Lectora inspire is based on the fact that there is no interactive media used in learning Mechanical Engineering Drawings at PAB 1 Helvetia Private Vocational School.

The aims of this study were (1) to analyze the needs of the tenth graders of SMK Private PAB 1 Helvetia, (2) produce interactive learning media Lectora inspire in Mechanical Engineering Drawing subjects, (3) testing the feasibility of the interactive learning media product Lectora inspire. This research and development in its implementation uses the ADDIE model which includes the analyze phase, design, development, implementation, evalution. Product feasibility is measured through the results of the validation of material experts, learning media experts, and learning design experts. The trial phase was carried out on students through one-to-one trials, small-scale trials and large-scale trials.

The results of research on the development of interactive learning media Lectora inspire in Mechanical Engineering Drawing subjects meet the very feasible criteria, with the results of the validation of the material experts obtained an average score of 4.73 with the criteria of "very feasible", the results of the validation of the learning media experts obtained an average score of 4.44 with the criteria of "very feasible" and the results of the validation of the learning design experts obtained an average a score of 4.61 with the criteria of "very feasible". For the results of the one to one trial assessment, an average score of 4.34 was obtained with the criteria of "very feasible", the results of small-scale trials obtained an average score of 4.54 with the criteria "very feasible", and the results of large-scale trials obtained an average score of 4.58 with the criteria of "very feasible".

Keywords: Media Development, Engineering Drawing, Lectora Inspire