ABSTRAK

Mira Santika Nst: *Pengembangan Media Pembelajaran Interaktif Berbasis Lectora Inspire Pada Materi Instalasi Sistem Operasi Dasar Berbasis GUI untuk Siswa TKJ di SMK Negeri 13 Medan.* **Skripsi. FakultasTeknik Universitas Negeri Medan. 2022**

Penelitian ini dilatar belakangi oleh keterbatasan media pembelajaran dan kurang optimalnya penggunaan teknologi pengembangan media pembelajaran interaktif berbasis *lectora inspire* pada materi instalasi sistem operasi dasar berbasis GUI membuat aktivitas pembelajaran jadi kurang menarik sehingga membuat siswa jenuh saat belajar. Penelitian ini bertujuan untuk mengetahui kelayakan produk pengembangan media pembelajaran interaktif berbasis lectora inspire pada materi instalasi sistem operasi dasar berbasis GUI untuk siswa TKJ di SMK Negeri 13 Medan.

Penelitian ini merupakan jenis penelitian Research and Development (R&D) dengan menggunakan model ADDIE. Dimana tahapannya ada5 yaitu *Analysis* (analisis), *Design* (perancangan), *Development* (pengembangan), *Implementation* (implementasi) and *Evaluation* (evaluasi). Namun, dalam penelitian ini hanya dilakukan 4 tahap yaitu *analysis* (analisis), *design* (perancangan), *development* (pengembangan), dan implementation (implementasi). Validasi mediaa dilakukan oleh validaor ahli media dan validator ahli materi. Serta media dikembang dengan uji coba pelaksanaan peserta didik sebanyak 35 orang siswa kelas X TKJ 1 SMK Negeri 13 Medan.

Hasil penelitian ini adalah: (1) Media pembelajaran interaktif berbasis *lectora inspire* pada materi instalasi sistem operasi dasar berbasis GUI yang telah dikembangkan; (2) kelayakan telah teruji dengan baik dari segi materi, dan segi media maupun penggunaan dengan kategori media sudah layak digunakan untuk pembelajaran. Hasil pengujian validasi ahli: (1) Hasil validasi untuk nilai rata-rata secara keseluruhan validasi 2 ahli materi/konten produk diperoleh sebesar 4.46 dikategorikan "Sangat Layak". Kemudian untuk nilai rata-rata secara keseluruhan 2 validasi ahli media diperoleh sebesar 4.33 dikategorikan "Sangat Layak". Hasil Respons untuk uji coba pelaksanaan peserta didik memperoleh sebesar 4.66 dikategorikan "Akseptansi sangat tinggi". Dengan demikian media pembelajaran interaktif *lectora inspire* pada mata pelajaran instalasi sistem operasi dasar berbasis GUI untuk siswa TKJ SMK Negeri 13 Medan Sangat layak digunakan dalam pembelajaran.

Kata Kunci: Pengembangan Media Interaktif, *Lectora inspire*, Instalasi Sistem Operasi, Android.

ABSTRACT

Mira Santika Nst: *Development of Lectora Inspire-Based Interactive Learning Media on GUI-Based Basic Operating System Installation Material for TKJ Students at SMK Negeri 13 Medan.* **Thesis. Faculty of Engineering, State University of Medan. 2022**

This research is motivated by the limitations of learning media and the less optimal use of technology for developing interactive learning media based on Lectora inspire on the installation material for a GUI-based basic operating system that makes learning activities less interesting so that students are bored while learning. This study aims to determine the feasibility of developing interactive learning media products based on Lectora inspire on GUI-based basic operating system installation materials for TKJ students at SMK Negeri 13 Medan.

This research is a type of research and development (R&D) using the ADDIE model. Where there are 5 stages, namely Analysis (analysis), Design (design), Development (development), Implementation (implementation) and Evaluation (evaluation). However, in this study only 4 stages were carried out, namely analysis, design, development, and implementation. Media validation is carried out by media expert validators and material expert validators. And the media was developed with a trial implementation of the students as many as 35 students of class X TKJ SMK Negeri 13 Medan.

The results of this study are: (1) Lectora-based interactive learning media inspire installation materials for GUI-based basic operating systems that have been developed; (2) the feasibility has been well tested in terms of material, and in terms of media and use with the media category it is feasible to use for learning. Expert validation test results: (1) The validation results for the overall average value of the validation of 2 material / product content experts were obtained at 4.46 categorized as "Very Eligible". Then for the overall average value of 2 media expert validations obtained by 4.33 categorized as "Very Eligible". The results of the response for the pilot implementation of the students obtained 4.66 categorized as "very high acceptance". Thus, the interactive learning media Lectora inspire in the subject of GUI-based basic operating system installation for TKJ students at SMK Negeri 13 Medan is very feasible to use in learning.

Keywords: Interactive Media Development, Lectora inspire, Android, Operating System Installation.