ABSTRAK

Dwi Chindra Prastika: Pengembangan Media Pembelajaran *Adobe Flash CS6* Mata Kuliah Dasar Boga Di Pendidikan Tata Boga Unimed. Fakultas Teknik Universitas Negeri Medan. 2022.

Penelitian ini bertujuan untuk: (1) Menganalisis kebutuhan mahasiswa dan dosen pada media pembelajaran interaktif berbasis *Adobe Flas CS6* pada mata kuliah Dasar Boga, (2) Mengembangkan media pembelajaran interaktif berbasis *Adobe Flash CS6* pada mata kuliah Dasar Boga, (3) Mengetahui kelayakan media pembelajaran interaktif berbasis *Adobe Flash CS6* menurut ahli materi, ahli media dan ahli bahasa pada mata kuliah Dasar Boga. Tempat penelitian di Program Studi Pendidikan Tata Boga Fakultas Teknik Universitas Negeri Medan, waktu penelitian Januari – Maret 2021. Sasaran produk yang dihasilkan yaitu media pembelajaran interaktif berbasis *Adobe Flash CS6* pada mata kuliah Dasar Boga yang digunakan oleh dosen dan mahasiswa dan divalidasikan oleh 3 ahli materi, 3 ahli media dan 1 ahli bahasa untuk menilai kelayakan media. Teknik pengembangan yang digunakan *Research and Development* model Borg & Gall yang dibatasi menjadi 5 tahap, yaitu: (1) Potensi dan masalah, (2) mengumpulkan informasi, (3) Desain produk, (4) Validasi desain, (5) Perbaikan desain. Teknik pengumpulan data menggunakan angket. Teknik analisis data secara deskriptif.

Berdasarkan hasil penelitian ini, hasil analisis kebutuhan dosen dan mahasiswa menunjukkan bahwa seluruh dosen dan mahasiswa membutuhkan media pembelajaran interaktif berbasis *Adobe Flash CS6,* masing- masing skor $\geq$ 50 persen. Produk yang dihasilkan yaitu media pembelajaran interaktif berbasis *Adobe Flash CS6* yang telah diuji kelayakannya menurut ahli materi, ahli media dan ahli bahasa. Nilai rataan kelayakan materi menurut ahli materi sebesar 99 persen termasuk kategori sangat layak. Nilai rataan kelayakan media menurut ahli media sebesar 86 persen termasuk kategori sangat layak dan nilai rataan kelayakan bahasa menurut ahli bahasa sebesar 96 persen kategori sangat layak. Hasil kelayakan ahli materi, ahli media dan ahli bahasa dinyatakan sangat layak dengan presentase nilai rataan sebesar 94 persen. Sehingga dapat disimpulkan bahwa media pembelajaran interaktif berbasis *Adobe Flash CS6* yang dikembangkan dapat digunakan dosen dan mahasiswa pada mata kuliah Dasar Boga.

ABSTRAC

Dwi Chindra Prastika: Development of Adobe Flash CS6 Learning Media Course in Basic Catering in Unimed Catering Education. Faculty of Engineering, State University of Medan. 2022.

This study aims to: (1) analyze the needs of students and lecturers on interactive learning media based on Adobe Flas CS6 in the Basic Catering course, (2) Develop interactive learning media based on Adobe Flash CS6 in the Basic Catering course, (3) Determine the feasibility of the media. interactive learning based on Adobe Flash CS6 according to material experts, media experts and linguists in the Basic Catering course. The research place is in the Catering Education Study Program, Faculty of Engineering, State University of Medan, research time January – March 2021. The target product produced is interactive learning media based on Adobe Flash CS6 in the Basic Catering course used by lecturers and students and validated by 3 material experts , 3 media experts and 1 linguist to assess the appropriateness of the media. The development technique used by the Borg & Gall Research and Development model is limited to 5 stages, namely: (1) Potential and problems, (2) collecting information, (3) Product design, (4) Design validation, (5) Design improvement. Data collection techniques using a questionnaire. Descriptive data analysis technique.

Based on the results of this study, the results of the analysis of the needs of lecturers and students showed that all lecturers and students needed interactive learning media based on Adobe Flash CS6, each with a score of 50 percent. The resulting product is an interactive learning media based on Adobe Flash CS6 which has been tested for feasibility according to material experts, media experts and linguists. The average value of material feasibility according to material experts is 99 percent including the very feasible category. The average value of media eligibility according to media experts is 86 percent, including the very appropriate category and the average value of language eligibility according to linguists is 96 percent in the very appropriate category. The results of the feasibility of material experts, media experts and linguists were declared very feasible with an average value percentage of 94 percent. So it can be concluded that the interactive learning media based on Adobe Flash CS6 that was developed can be used by lecturers and students in the Basic Catering course.