ABSTRAK

Suhariyati: Pengembangan Media Pembelajaran Interaktif Berbasis Adobe Flash CS6 Mata Pelajaran Produk Pastry dan Bakery SMK Negeri 3 Tebing Tinggi. Fakultas Teknik Universitas Negeri Medan. 2022

Penelitian ini bertujuan untuk: (1) Menganalisis kebutuhan siswa dan guru pada media pembelajaran interaktif berbasis *Adobe Flash CS6* pada mata pelajaran Produk Pastry dan Bakery; (2) Mengembangkan media pembelajaran interaktif berbasis *Adobe Flash CS6* pada mata pelajaran Produk Pastry dan Bakery; (3) Mengetahui kelayakan media pembelajaran interaktif *berbasis Adobe Flash CS6* menurut ahli materi dan ahli media pada mata pelajaran Produk Pastry dan Bakery. Lokasi penelitian dilaksanakan di SMK Negeri 3 Tebing Tinggi. Waktu penelitian pada bulan Januari – Maret 2021. Sasaran produk yang dihasilkan yaitu media pembelajaran interaktif berbasis *Adobe Flash CS6* pada mata pelajaran Produk Pastry dan Bakery yang digunakan oleh guru dan siswa dan divalidasikan oleh 3 ahli materi dan 3 ahli media untuk menilai kelayakan media. Teknik pengembangan yang digunakan *Research and Development* model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Teknik pengumpulan data menggunakan angket dan kuesioner. Teknik analisis data secara deskriptif.

Berdasarkan hasil penelitian ini, hasil analisis kebutuhan guru dan siswa menunjukkan bahwa seluruh guru dan siswa membutuhkan pengembangan media pembelajaran interaktif berbasis *Adobe Flash CS6,* dengan skor $\geq$ 50 persen. Produk yang dihasilkan yaitu media pembelajaran interaktif berbasis *Adobe Flash CS6* yang telah diuji kelayakannya menurut ahli materi dan ahli media. Berdasarkan hasil penelitian ini, nilai rataan kelayakan materi menurut ahli materi pada tahap pertama sebesar 70,55 persen termasuk kategori layak dan nilai rataan kelayakan materi menurut ahli materi pada tahap kedua sebesar 96,67 persen termasuk kategori sangat layak. Nilai rataan kelayakan media menurut ahli media tahap pertama sebesar 68,62 persen termasuk kategori layak dan nilai rataan kelayakan media menurut ahli media tahap kedua sebesar 96,46 persen termasuk kategori sangat layak. Hasil kelayakan ahli materi dan ahli media dinyatakan sangat layak dengan persentase nilai rataan sebesar 96,56 persen. Sehingga dapat disimpulkan bahwa media pembelajaran interaktif berbasis *Adobe Flash CS6* yang dikembangkan dapat digunakan guru dan siswa pada mata pelajaran Produk Pastry dan Bakery.

ABSTRACT

Suhariyati : Development of Interactive Learning Media Based on Adobe Flash CS6 Subjects Pastry and Bakery Products at SMK Negeri 3 Tebing Tinggi. Medan State University College of Engineering. 2022.

This study aims to: (1) analyze the needs of students and teachers on Adobe Flash CS6-based interactive learning media in Pastry and Bakery Products subjects; (2) Develop Adobe Flash CS6-based interactive learning media on Pastry and Bakery Products subjects; (3) Knowing the feasibility of interactive learning media based on Adobe Flash CS6 according to material experts and media experts on the subject of Pastry and Bakery Products. The location of the research was carried out at SMK Negeri 3 Tebing Tinggi. The research time is in January – March 2021. The product targets are interactive learning media based on Adobe Flash CS6 in Pastry and Bakery Products subjects used by teachers and students and validated by 3 material experts and 3 media experts to assess the feasibility of the media. The development technique used is the ADDIE Research and Development model (Analysis, Design, Development, Implementation, Evaluation). The data collection technique uses questionnaires and questionnaires. The data analysis technique is descriptive.

Based on the results of this study, the results of the analysis of the needs of teachers and students showed that all teachers and students needed the development of interactive learning media based on Adobe Flash CS6, 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 and media experts. Based on the results of this study, the average value of the feasibility of the material according to the material expert in the first stage was 70.55 percent including the appropriate category and the average value of the material feasibility according to the material expert in the second stage was 96.67 percent including the very feasible category. The average value of media eligibility according to the first stage of media experts is 68.62 percent including the appropriate category and the average value of media feasibility according to second stage media experts is 96.46 percent including the very feasible category. The results of the feasibility of material experts and media experts were declared very feasible with an average value percentage of 96.56 percent. So it can be concluded that the interactive learning media based on Adobe Flash CS6 that was developed can be used by teachers and students in the subjects of Product Pastry and Bakery.