

## ABSTRAK

**Tiodora Sembiring : Pengembangan Media Pembelajaran Adobe Flash Cs6 Mata Pelajaran Kontinental Materi Makanan Penutup (Dessert) Dan Cara Pembuatannya Siswa Kelas XI SMK Pencawan Medan. Program Studi Pendidikan Tata Boga. Jurusan Pendidikan Kesejahteraan Keluarga. Fakultas Teknik Universitas Negeri Medan 2022.**

Tujuan penelitian adalah untuk: (1) Pengembangan media pembelajaran adobe flash CS6 pada mata pelajaran kontinental materi makanan penutup (dessert) dan cara pembuatannya. Media pembelajaran adobe flash CS6 dikembangkan dengan beberapa software yaitu photoshop CS5. Jenis penelitian ini adalah: Pengembangan (*Research and development*). Pengembangan ini megunakan model ADDIE yaitu: (1) *Analysis*, (2) *Design*, (3) *Development*, (4) *Implementation*, (5) *Evaluation*. Penelitian ini dilakukan di SMK Pencawan dengan responden siswa kelas XI Jasa Boga. Tahap menguji kelayakan produk dilakukan penilaian oleh 2 ahli media dan 2 ahli materi selanjudnya dilakukan revisi media. Teknik analisis data dilakukan dengan hitungan statistic deskriptif.

Adapun hasil penelitian yaitu: (1) Produk media pengembangan adobe flash CS6 pada mata pelajaran kontinental materi makanan penutup (dessert) dan cara pembuatannya. Pengembangan produk oleh validasi media memiliki nilai rata-rata 90,62% dengan kriteria “**Sangat Layak**”, untuk Pengembangan produk oleh validasi materi 94,30% dengan kriteria “**Sangat Layak**”, . Melalui hasil validasi oleh ahli media dan ahli materi, dari hasil validasi tersebut dapat di katakana pengembangan media pembelajaran adobe flash CS6 pada mata pelajaran kontinental siswa kelas XI di SMK Pencawan Medan baik dikembangkan sebagai media pembelajaran.

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## ABSTRACT

*Tiodora Sembiring : Development of Adobe Flash Cs6 Learning Media for Continental Subjects Dessert Materials and How to Make it for Class XI Students of SMK Pencawan Medan. Catering Education Study Program. Department of Family Welfare Education. Faculty of Engineering, State University of Medan 2022.*

*The research goals are to: (1) create adobe flash CS6 learning media for continental themes involving sweets and how to prepare them. Adobe Flash CS6 learning media was created using a variety of programs, including Photoshop CS5. The following are examples of the types of research that have been conducted: It's all about research and development. The ADDIE model is used in this project, which stands for (1) Analysis, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation. The respondents were students in class XI Catering Services at SMK Pencawan, and the study was done there. Two media experts and two material experts evaluated the product's practicality, after which media revision was carried out. Calculating descriptive statistics was used to carry out the data analysis technique.*

*The results of the research are: (1) Adobe Flash CS6 development media products for continental subjects, desserts, and how to make them are the findings of the study. With the "Very Eligible" criteria, product development by media validation has an average value of 90.62 percent, while product development by material validation has an average value of 94.30 percent. The validation results show that the production of adobe flash CS6 learning media on continental subjects for class XI students at SMK Pencawan Medan is well developed as a learning medium, based on the validation results by media experts and material experts.*

