

ABSTRAK

ROBINTON FERCSOON NAIBAHO, NIM : 5173311013. Pengembangan Media Video Pembelajaran Berbasis Android Pada Mata Pelajaran Aplikasi Perangkat Lunak Dan Perancangan Interior Gedung Pada Kelas Xi Desain Permodelan Dan Informasi Bangunan Smk N 2 Medan, 2022

Penelitian ini bertujuan untuk: (1) Mengembangkan media video pembelajaran berbasis *android* pada mata pelajaran aplikasi perangkat lunak dan perancangan interior gedung. (2) Mengetahui kelayakan media video pembelajaran berbasis *android* pada mata pelajaran aplikasi perangkat lunak dan perancangan interior gedung

Penelitian ini menggunakan metode penelitian pengembangan model ADDIE, melalui 5 langkah pengembangan yang dilakukan yaitu : (1) *analysis*, (2) *design*, (3) *development*, (4) *implementation*, (5) *evaluation*. Instrumen yang digunakan berupa angket. Angket digunakan untuk menguji kelayakan media video pembelajaran berbasis *android*, melalui validasi ahli materi dan ahli media. Penilaian media juga dilakukan uji coba skala kecil oleh pengguna (siswa- siswi SMK Negeri 2 Medan).

Berdasarkan hasil penelitian diketahui bahwa media video pembelajaran berbasis *android* menggunakan aplikasi *Planert 5 D* dan *Kinemaster*, hasil pengujian kelayakan oleh ahli materi I mendapat skor 100% dengan kategori Sangat Layak, hasil pengujian kelayakan oleh ahli materi II mendapat skor 92% dengan kategori Sangat Layak, dan hasil pengujian kelayakan ahli media mendapat 86,6% dengan kategori Sangat Layak. Berdasarkan angket pengguna yang diisi 10 siswa, memperoleh tingkat kelayakan 80,5% dan 90,6% dengan kategori Layak dan Sangat Layak. Hasil penelitian menunjukkan bahwa media video pembelajaran berbasis *android* layak digunakan siswa- siswi Kelas XI SMK Negeri 2 Medan.

Kata Kunci : Media Video Pembelajaran, *Plannert 5 D*, *Kinemaster*, ADDIE.

ABSTRACT

ROBINTON FERCSO NAIBAHO, NIM : 5173311013. Android-Based Learning Video Media Development In Software Application And Building Interior Design Lessons In Class Xi Design Modeling And Building Information Of Smk N 2 Medan, 2022

This study aims to: (1) Develop android-based learning video media in the subjects of software application and building interior design. (2) Knowing the feasibility of android-based learning video media on software application subjects and building interior design.

This study uses the ADDIE model development research method, through 5 development steps carried out, namely: (1) analysis, (2) design, (3) development, (4) implementation, (5) evaluation. The instrument used is a questionnaire. The questionnaire was used to test the feasibility of android-based learning video media, through the validation of material experts and media experts. The media assessment was also carried out on a small scale trial by users (students of SMK Negeri 2 Medan).

Based on the results of the research, it is known that the android-based learning video media uses the Planert 5 D and Kinemaster applications, the results of the feasibility test by the material expert I get a score of 100% in the Very Eligible category, the results of the feasibility test by the material expert II get a score of 92% in the Very Eligible category, and the results of the media expert's feasibility test got 86.6% in the Very Eligible category. Based on a user questionnaire filled out by 10 students, it obtained a feasibility level of 80.5% and 90.6% in the Eligible and Very Eligible categories. The results showed that the Android-based learning video media was suitable for use by Class XI students at SMK Negeri 2 Medan.

Keywords: Learning Video Media, Plannert 5 D, Kinemaster, ADDIE.