ABSTRAK

Syukron Romadon, NIM. 5151111053. Pengembangangan Media Berbasis Kinemaster Pada Mata Pelajaran Dasar-Dasar Konstruksi Bangunan Kelas X Teknik Konstruksi dan Perumahan di SMK Negeri 1 Percut Sei Tuan.

Penelitian ini bertujuan untuk: (1)Menghasilkan media pembelajaran kinemaster yang layang digunakan pada mata pelajaran Dasar-Dasar Konstruksi Bangunan dan (2)Mengetahui keefektifan media pembelajaran kinemaster pada mata pelajaran Dasar-Dasar Konstruksi Bangunan untuk kelas X Teknik Konstruksi dan Perumahan di SMK Negeri 1 Percut Sei Tuan. Penelitian ini menggunakan metode penelitian pengembangan dengan menggunakan model 4D (Four-D), tahapan yaitu: *Define, Design, Develop,* dan *Desseminate*. Untuk mengetahui kelayakan produk media pembelajaran menggunakan angketpenilaian ahli media, ahli materi, dan uji coba kelompok kecil. Berdasarkan hasil penilaian diketahui bahwa produk media pembelajaran berupa kinemaster yang disajikan dalam *Powerpoint*. Penilaian dari ahli media dikategorikan "sangat kayak" yaitu 95,5%. Penilaian dari ahli materi 1 yaitu: 94,6% dan ahli materi 2 yaitu: 90,6% dikategorikan "sangat layak". Hasil uji coba dari kelompok kecil yang dilakukan siswa didapatkan persentase 96% dikategorikan "sangat layak". Pengujiam yang dilakukanterhadap 27 siswa SMK Negeri 1Percut Sei Tuan rata-rata penilaian sebesar 98,2% dinyatakan "SangatLayak".

Kata Kunci:*Media Pembelajaran, Kinemaster*, DDKB, 4D

ABSTRACT

Syukron Romadon, NIM. 5151111053. Development of Kinemaster-Based Media on the Basics of Building Construction Subject Class X Construction and Housing Engineering at SMK Negeri 1 Percut Sei Tuan.

This study aims to: (1) produce floating kinemaster learning media used in the subject of Building Construction Fundamentals and (2) find out the effectiveness of kinemaster learning media on the subject of Building Construction Fundamentals for class X Construction and Housing Engineering at SMK Negeri 1 Percut Sei Tuan. This study uses a development research method using a 4D (Four-D) model, the stages are: Define, Design, Develop, and Desseminate. To determine the feasibility of learning media products using a questionnaire assessment of media experts, material experts, and small group trials. Based on the results of the assessment, it is known that the learning media product in the form of kinemaster is presented in Powerpoint. The assessment from media experts is categorized as "very rich" which is 95.5%. The assessment of material 1 experts is: 94.6% and material 2 experts are: 90.6% is categorized as "very decent". The results of the small group trial conducted by students obtained a percentage of 96% categorized as "very feasible". Tests conducted on 27 students of SMK Negeri 1 Percut Sei Tuan an average rating of 98.2% was declared "Very Eligible".

Keywords: Learning Media, Kinemaster, DDKB, 4D