

ABSTRAK

NILA INDRIANI. NIM. 5173342007. *Pengembangan Media Pembelajaran Berbasis Adobe flash Pada Mata Kuliah Kue dan Minuman Indonesia Pendidikan Tata Boga Di Unimed. Jurusan Pendidikan Kesejahteraan Keluarga, Fakultas Teknik. Universitas Negeri Medan Tahun 2022.*

Penelitian ini bertujuan untuk: 1) menghasilkan media Pembelajaran Adobe flash pada Mata Kuliah Kue dan Minuman Indonesia; 2) Mengetahui kelayakan media pembelajaran Adobe flash menurut ahli media dan ahli materi pada mata kuliah kue dan minuman Indonesia. Lokasi penelitian ini dilakukan di Universitas Negeri Medan Program Studi Pendidikan Tataboga. Waktu penelitian pada bulan Mei 2022 – Juni 2022 pada semester ganjil Tahun ajaran 2021/2022. Subjek penelitian ini adalah mahasiswa Pendidikan Tata Boga Universitas Negeri Medan. Penelitian dan Pengembangan ini menggunakan Model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Teknik analisis data secara statistik deskriptif.

Berdasarkan hasil penelitian ini, nilai rerata kelayakan media menurut ahli materi pada tahap I sebesar 75,38 persen termasuk dalam kategori layak dan nilai rerata kelayakan media menurut ahli materi pada tahap II sebesar 95,38 persen termasuk dalam kategori sangat layak. Berdasarkan hasil penelitian ini, nilai rerata kelayakan media menurut ahli media pada tahap I sebesar 82,35 persen termasuk kategori layak dan nilai rerata kelayakan media menurut ahli media pada tahap II sebesar 93,75 persen termasuk kategori sangat layak. Persentase kelayakan media pembelajaran menurut ahli materi dan ahli media termasuk kategori sangat layak dengan nilai persentase sebesar 94,56 persen.

Kata Kunci : Adobe Flash, Kue Dan Minuman Indonesia, Media Pembelajaran

ABSTRACT

NILA INDRIANI. NIM. 5173342007. Development of Adobe flash-Based Learning Media in Indonesian Baking and Beverage Courses in Culinary Education at Unimed. Department of Family Welfare Education, Faculty of Engineering. Medan State University in 2022.

This research aims to: 1) produce Adobe Flash learning media for the Indonesian Cake and Drinks Course; 2) Knowing the feasibility of Adobe Flash learning media according to media experts and material experts in Indonesian cake and drink courses. The location of this research was carried out at Medan State University, the Catering Education Study Program. Research time is May 2022 – June 2022 in the odd semester of the 2021/2022 academic year. The subjects of this research were students of Culinary Education at Medan State University. This Research and Development uses the ADDIE Model (Analysis, Design, Development, Implementation, and Evaluation). The data analysis technique is descriptive state-of-the-art.

Based on the results of this research, the average value of media feasibility according to material experts in stage I was 75.38 percent, included in the feasible category and the average value of media feasibility according to material experts in stage II was 95.38 percent, included in the very feasible category. Based on the results of this research, the average value of media feasibility according to media experts in stage I was 82.35 percent, including the feasible category and the average value of media feasibility according to media experts in stage II was 93.75 percent, including the very feasible category. The percentage of feasibility of learning media according to material experts and media experts is in the very feasible category with a percentage value of 94.56 percent.

Keyword : *Adobe Flash, Indonesian Cake and Drinks, Learning Media*