ABSTRAK

M Rizki Saputra: Pengembangan Video Pembelajaran *Chasis* Berbasis Aplikasi *KineMaster* pada Perawatan Sistem Suspensi Sepeda Motor Kelas XI SMK Swasta Harapan Bangsa. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2024.

Tujuan penelitian ini adalah: 1. Mengembangkan video pembelajaran *Chasis* menggunakan aplikasi *KineMaster* pada materi Perawatan Sistem Suspensi bagi siswa kelas XI. 2. Menguji kelayakan video pembelajaran menggunakan aplikasi *KineMaster* yang dikembangkan pada materi Perawatan Sistem Suspensi. 3. Mengukur efektivitas video pembelajaran menggunakan aplikasi *KineMaster* yang dikembangkan pada materi Perawatan Sistem Suspensi Sepeda Motor di kelas XI TBSM.

Penelitian ini dilaksanakan di SMK Swasta Harapan Bangsa yang beralamat di Jl. Bakaran Batu/Darmosari, Dusun I Desa Tanjung Baru, Kec. Tanjung Morawa, Kab. Deli Serdang, Sumatera Utara. Penelitian ini sudah dilaksanakan pada semester genap tahun ajaran 2023/2024. model ADDIE merupakan metode pengembangan yang dikembangkan untuk merancang sistem pembelajaran yaitu, Analysis, Design, Development, Implementation, dan Evaluation.

Berdasarkan penelitian ini dapat diketahui bahwa hasil validasi ahli media memperoleh nilai persentase sebesar 88% dengan kategori “Layak”, hasil validasi ahli materi memperoleh nilai persentase sebesar 90% dengan kategori “Sangat Layak”, hasil validasi ahli desain pembelajaran memperoleh nilai persentase sebesar 93% dengan kategori “Sangat Layak”, hasil penilaian uji coba one to one memperoleh nilai persentase sebesar 85% dengan kategori “Layak”, hasil penilaian uji coba kelompok kecil memperoleh nilai persentase sebesar 96% dengan kategori “Sangat Layak”, dan hasil penilaian uji coba kelompok besar memperoleh nilai persentase sebesar 92% dengan kategori “Sangat Layak”. Total persentase keseluruhan adalah 91%. Hasil penelitian yang didapat dalam menguji efektivitas media video pembelajaran menunjukkan nilai pre-test sebesar 34,00 dan nilai post-test sebesar 84,58 dengan peningkatan hasil belajar sebesar 50,58 kemudian nilai N-Gain yang didapatkan sebesar 0,77 dengan kategori tinggi dan dengan persentase 76,68% dalam kategori efektif.

Kata Kunci: Pengembangan, Video Pembelejaran, *KineMaster*, Hasil Belajar, Kelayakan, Efektifitas

ABSTRACT

M Rizki Saputra: ***KineMaster Application-Based Chassis Learning Video Development on Care of Class XI Motorcycle Suspension Systems SMK Swasta Harapan Bangsa. Thesis. Faculty of Engineering, State University of Medan. 2024.***

The objectives of this study are: 1. Develop Chasis learning video using the KineMaster application on Suspension System Care material for eleventh grade students. 2. Test the feasibility of video learning using a Kine Master application developed on suspension system care material. 3. Measure the effectiveness of the video learning application using KineMasters developed on motorcycle suspension systems care material in the XI grade TBSM.

The research was carried out at the National Hope Private Center, located in the district of Bakaran Batu/Darmosari, Dusun I Village of Tanjung Baru, Tanjung Morawa District, Deli Serdang District, North Sumatra. This research has been carried out in the full semester of the 2023/2024 academic year. The ADDIE model is a development method developed to design learning systems namely, Analysis, Design, Development, Implementation, and Evaluation.

Based on this study, it is known that the media validation results obtained a percentage score of 88% for the category "Worthy", the material validation result obtaining a percentual score of 90% for the categories "Very Worthy", the validation of the learning designers obtains a percentive score of 93% for the kategories "Highly Worth", the one-to-one test evaluation obtaines a percents score of 85% for a category "Worthy", the small-group test evaluations obtain 96% of the percentages for a "High Worth" category, and the major group trial evaluation achieves a percent of 92% of a "Extremely Worth"-category. The total percents are 91%. The study results achieved in the testing of the effectiveness of learning media video showed a pre-test score of 34,00 and a post-test rating of 84.58 with an increase in learning results of 50,58, then the N-Gain evaluation received was 0.77 with a high category and 76,68% effective in the category.

Keywords: Development, Video Broadcasting, KineMaster, Learning Outcomes, Qualification, Efficiency