

ABSTRAK

Rejeki Jenius Banjarnahor (5203331010) : Pengembangan Media E-learning Berbasis Google Sites DI SMKS SINAR HUSNI 2 TR LABUHAN DELI. Skripsi. Fakultas Teknik. Jurusan Pendidikan. Universitas Negeri Medan. 2025

Penelitian ini bertujuan untuk mengetahui 1) kelayakan media pembelajaran interaktif pada materi konsep dasar kelistrikan. 2) efektifitas media pembelajaran interaktif pada materi konsep dasar kelistrikan terhadap perkembangan hasil belajar siswa. Penelitian ini dilaksanakan di SMKS SINAR HUSNI dengan subjek penelitiannya yaitu siswa kelas X TITL Jurusan Teknik Instalasi Tenaga Listrik. Metode yang digunakan pada penelitian ini adalah research and development (R&D) dengan model pengembangan ADDIE yang terdiri dari Analysis (Analisis), Design (Desain), Development (Pengembangan), Implementation (Implementasi), dan Evaluation (Evaluasi). Hasil penelitian ini adalah: 1) berdasarkan hasil penilaian ahli media yang di validasi oleh 2 validator dengan total nilai “89%” dengan kategori “Sangat layak”, penilaian ahli materi juga di validasi oleh 2 validator dengan total nilai “94%” dengan kategori “Sangat Layak”. Respon siswa terhadap media pembelajaran yang dikembangkan dapat diterima oleh siswa dengan kategori “akseptansi sangat tinggi” atau dapat diartikan bahwa penerimaan sangat tinggi dengan nilai “4,71”. 2) dan berdasarkan Hasil uji coba media terhadap 35 siswa kelas XI Instalasi Penerangan listrik diperoleh hasil uji efektifitas N-Gain Sebesar 0.79 dengan kategori tingkat keefektifan “Tinggi”. Hasil penelitian ini dapat disimpulkan bahwa Media Pembelajaran Interaktif Berbasis Canva Pada Materi Dasar-Dasar Teknik Ketenagalistrikan merupakan media pembelajaran yang layak dan efektif digunakan.

Kata Kunci : *E-Learning, Google Sites Instalasi Penerangan Listrik, Media E-learning*

ABSTRACT

Rejeki Jenius Banjarnahor (5203331010) : Development of E-learning Media Based on Google Sites AT SMKS SINAR HUSNI 2 TR LABUHAN DELI. Thesis. Faculty of Engineering. Department of Education. State University of Medan. 2025

This study aims to determine 1) the feasibility of interactive learning media on the material of basic electrical concepts. 2) the effectiveness of interactive learning media on the material of basic electrical concepts on the development of student learning outcomes. This study was conducted at SMKS SINAR HUSNI with the research subjects being class X TITL students majoring in Electrical Power Installation Engineering. The method used in this study is research and development (R&D) with the ADDIE development model consisting of Analysis, Design, Development, Implementation, and Evaluation. The results of this study are: 1) based on the results of the media expert assessment validated by 2 validators with a total value of "89%" with the category "Very feasible", the assessment of material experts was also validated by 2 validators with a total value of "94%" with the category "Very Appropriate". Student responses to the developed learning media can be accepted by students with the category of "very high acceptability" or can be interpreted that the acceptance is very high with a value of "4.71". 2) and based on the results of the media trial on 35 students of class XI Electrical Lighting Installation, the results of the N-Gain effectiveness test were obtained at 0.79 with the category of "High" effectiveness level. The results of this study can be concluded that Canva-Based Interactive Learning Media on the Basics of Electrical Engineering Material is a learning media that is feasible and effective to use.

Keywords: E-Learning, Google Sites Electrical Lighting Installation, E-learning Media