

ABSTRAK

Rafif Azizi, NIM. 5212321002, Pengembangan Media Pembelajaran Interaktif Berbasis Aplikasi Canva Pada Mata Pelajaran Dasar-Dasar Teknik Pengelasan Dan Fabrikasi Logam Kelas X-TPL Di SMK Negeri 13 Medan. Skripsi, Jurusan Pendidikan Teknik Mesin, Fakultas Teknik, Universitas Negeri Medan.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif berbasis aplikasi Canva pada mata pelajaran Dasar-Dasar Teknik Pengelasan dan Fabrikasi Logam kelas X SMK Negeri 13 Medan, serta mengetahui tingkat kevalidan, kepraktisan, dan keefektifannya. Metode yang digunakan adalah Research and Development (R&D) dengan model ADDIE yang meliputi tahap analysis, design, development, implementation, dan evaluation. Subjek penelitian berjumlah 36 siswa.

Hasil penelitian menunjukkan bahwa media pembelajaran yang dikembangkan sangat layak digunakan, dengan hasil validasi ahli media sebesar 98%, ahli desain sebesar 92% dan ahli materi sebesar 82%, dengan nilai persentase rata-rata sebesar 90,6%. Tingkat kepraktisan media berdasarkan respon siswa mencapai rata-rata 93,6% dengan kategori sangat praktis. Sementara itu, keefektifan media ditunjukkan melalui peningkatan hasil belajar siswa dengan nilai rata-rata N-Gain sebesar 0,50 yang termasuk kategori sedang.

Dengan demikian, media pembelajaran interaktif berbasis Canva yang dikembangkan terbukti valid, praktis, dan efektif dalam meningkatkan hasil belajar siswa pada materi teknik dasar pengelasan dan fabrikasi logam.

Kata kunci: Media pembelajaran, Canva, ADDIE, hasil belajar, teknik pengelasan.



ABSTRACT

Rafif Azizi, Student ID Number 5212321002, *Development of Interactive Learning Media Based on the Canva Application for the Basics of Welding and Metal Fabrication Techniques Subject for Grade X-TPL at SMK Negeri 13 Medan. Thesis, Department of Mechanical Engineering Education, Faculty of Engineering, Universitas Negeri Medan.*

This study aims to develop interactive learning media based on the Canva application for the Basics of Welding and Metal Fabrication Techniques subject for grade X of SMK Negeri 13 Medan, and to determine its validity, practicality, and effectiveness. The method used was Research and Development (R&D) with the ADDIE model, which includes the stages of analysis, design, development, implementation, and evaluation. The study subjects were 36 students.

The results showed that the developed learning media was highly feasible to use, with validation results from media experts of 98%, design experts of 92%, and material experts of 82%, with an average percentage value of 90.6%. The practicality level of the media, based on student responses, reached an average of 93.6%, categorized as very practical. Meanwhile, the media's effectiveness was demonstrated by improved student learning outcomes, with an average N-Gain score of 0.50, which falls into the moderate category.

Thus, the Canva-based interactive learning media developed was proven valid, practical, and effective in improving student learning outcomes in basic welding and metal fabrication techniques.

Keywords: *Learning media, Canva, ADDIE, learning outcomes, welding techniques.*

