

ABSTRAK

Sherina Primita Tarigan : *Pengembangan Media Pembelajaran Berbasis Website Pada Mata Pelajaran Rekayasa Perangkat Lunak di SMK Negeri 1 Tanjung Pura*. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2026

Penelitian ini dilatarbelakangi oleh rendahnya ketuntasan belajar siswa kelas XI Rekayasa Perangkat Lunak (RPL) SMK Negeri 1 Tanjung Pura pada materi Pemrograman JavaScript, yang hanya mencapai 71,88% dari standar minimal 75%, serta terbatasnya waktu dan fasilitas praktik di laboratorium komputer sekolah. Penelitian ini bertujuan untuk menghasilkan media pembelajaran berbasis *website* pada materi Pemrograman JavaScript yang layak, mengetahui tingkat akseptasi pengguna, dan mengukur efektivitasnya terhadap hasil belajar siswa. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) yang menggunakan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Subjek penelitian terdiri atas 32 siswa kelas XI RPL dan satu guru mata pelajaran Rekayasa Perangkat Lunak. Data dikumpulkan melalui lembar validasi ahli media dan ahli materi, angket akseptasi pengguna, serta soal *pre-test* dan *post-test*, kemudian dianalisis secara deskriptif kuantitatif dan dengan rumus N-Gain. Hasil penelitian menunjukkan bahwa media pembelajaran dinyatakan sangat layak berdasarkan validasi ahli media (85%) dan ahli materi (87,14%). Tingkat akseptasi pengguna juga berada pada kategori sangat baik, dengan persentase 87,17% dari siswa dan 97,3% dari guru. Hasil belajar siswa meningkat dari rata-rata *pre-test* 50,6 menjadi rata-rata *post-test* 82,5, dengan nilai N-Gain sebesar 0,64 (64%) yang termasuk kategori sedang, sehingga media dinyatakan efektif sesuai kriteria keefektifan minimal yang ditetapkan. Dengan demikian, media pembelajaran berbasis *website* yang dikembangkan layak, diterima dengan baik, dan efektif digunakan untuk meningkatkan hasil belajar siswa pada materi Pemrograman JavaScript di SMK Negeri 1 Tanjung Pura.

Kata Kunci: media pembelajaran, website, JavaScript, model ADDIE, hasil belajar

ABSTRACT

Sherina Primita Tarigan : Development of a Website-Based Learning Media for the Software Engineering Subject at SMK Negeri 1 Tanjung Pura. Undergraduate Thesis. Information Technology and Computer Education Study Program. Faculty of Engineering, Universitas Negeri Medan, 2026.

This research was motivated by the low classical learning completeness of eleventh-grade Software Engineering (RPL) students at SMK Negeri 1 Tanjung Pura in the JavaScript Programming material, which only reached 71.88% against the minimum standard of 75%, as well as limited time and facilities for practice in the school's computer laboratory. This study aimed to produce a feasible website-based learning media for JavaScript Programming material, to determine the level of user acceptance, and to measure its effectiveness on student learning outcomes. This research is a Research and Development (R&D) study using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The research subjects consisted of 32 eleventh-grade RPL students and one Web Programming subject teacher. Data were collected through media and material expert validation sheets, a user acceptance questionnaire, and pre-test–posttest items, then analyzed using descriptive quantitative methods and the N-Gain formula. The results showed that the learning media was rated as highly feasible based on validation by the media expert (85%) and the material expert (87.14%). The level of user acceptance was also in the very good category, with percentages of 87.17% from students and 97.3% from the teacher. Student learning outcomes improved from a pre-test average of 50.6 to a posttest average of 82.5, with an N-Gain value of 0.64 (64%), classified as moderate, indicating that the media was effective according to the minimum effectiveness criteria established in this study. Overall, the developed website-based learning media is feasible, well accepted, and effective in improving student learning outcomes in JavaScript Programming material at SMK Negeri 1 Tanjung Pura.

Keywords: learning media, website, JavaScript, ADDIE model, learning outcomes