

ABSTRAK

Dana Fadila, NIM. 4173141008 (2021). Pengembangan Media Pembelajaran Berbasis *Adobe Flash CS6* pada Materi Cnidaria.

Penelitian ini di latar belakang oleh banyaknya kerusakan terumbu karang yang terjadi di Indonesia sehingga diperlukan peningkatan kualitas pendidikan bagi generasi muda terhadap materi Cnidaria dengan menggunakan media pembelajaran interaktif. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *Adobe Flash CS6* pada materi Cnidaria yang layak menurut ahli materi dan ahli media serta menghasilkan media pembelajaran yang layak berdasarkan penilaian mahasiswa prodi Pendidikan Biologi pada materi Cnidaria sebagai media pembelajaran. Penelitian dilakukan di program studi Pendidikan Biologi Universitas Negeri Medan pada Agustus 2020-Februari 2021. Jenis penelitian ini penelitian dan pengembangan (*R&D*) dengan mengadaptasi model pengembangan ADDIE. Populasi dalam penelitian ini seluruh mahasiswa prodi Pendidikan Biologi yang telah mengambil mata kuliah Taksonomi Hewan Invertebrata yang berjumlah 506 orang dengan sampel sebanyak 50 orang. Instrumen yang digunakan berupa angket kelayakan materi, media dan respon mahasiswa. Pengumpulan data dilakukan menggunakan kuisioner berskala 5 dan diolah secara deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa kelayakan media pembelajaran berbasis *Adobe Flash CS6* pada materi Cnidaria berdasarkan penilaian ahli materi 96%, ahli media 84%, mahasiswa kelompok kecil 80% dan mahasiswa kelompok besar 90% sehingga media dikategorikan sangat layak untuk digunakan sebagai media pembelajaran pada materi Cnidaria.

Kata Kunci: Media pembelajaran, *Adobe flash CS6*, Cnidaria.



ABSTRACT

Dana Fadila, NIM. 4173141008 (2021). Development of Learning Media Based on Adobe Flash CS6 in the Cnidaria Material

This research is motivated by the amount of damage to coral reefs that occur in Indonesia so that it is necessary to improve the quality of education for the younger generation on Cnidaria material by using interactive learning media. This study aims to develop learning media based on Adobe Flash CS6 on appropriate Cnidarial material according to material experts and media experts and to produce appropriate learning media based on the assessment of biology education study program students on cnidaria material as a Learning Media. The research was conducted in the biology education study program at the State University of Medan in August 2020-February 2021. This type of research is research and development (R&D) by adapting the ADDIE development model. The population in this study were all biology education study program students who had taken the Invertebrate Animal Taxonomy course, amounting to 506 people with a sample of 50 people. The instruments used were in the form of a feasibility questionnaire for the material, media and student responses. The data were collected using a 5 scale questionnaire and processed descriptively quantitatively. The results showed that the feasibility of learning media based on Adobe Flash CS6 on Cnidaria material was based on the evaluation of 96% material experts, 84% media experts, 80% small group students and 90% large group students so that the media was categorized as very feasible to be used as a learning media on Cnidaria material.

Keywords : *Learning media, Adobe flash CS6, Cnidaria*

