

## ABSTRAK

**Rovida Umayu. NIM 4172141032 (2021). Pengembangan Media Pembelajaran Berbasis *Adobe Flash CS6* pada Mata Kuliah Taksonomi Hewan Invertebrata Materi Echinodermata.**

Penelitian ini dilatar belakangi oleh kurangnya pemanfaatan variasi media pembelajaran berbasis teknologi yang dapat mempermudah pembelajaran Taksonomi Hewan Invertebrata (THI) untuk teori sekaligus praktik. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *Adobe Flash CS6* pada mata kuliah THI materi echinodermata di prodi pendidikan biologi, Universitas Negeri Medan, menghasilkan media pembelajaran yang layak dari ahli materi dan ahli media, mengetahui penilaian kelayakan media oleh mahasiswa terhadap media pembelajaran berbasis *Adobe Flash CS6* pada mata kuliah THI materi Echinodermata. Penelitian ini adalah penelitian dan pengembangan (*Research and Development*) dengan mengadaptasi model pengembangan ADDIE. Sampel dalam penelitian yaitu 60 mahasiswa yang telah mengambil mata kuliah THI. Analisis data yang digunakan untuk mengetahui kelayakan media adalah deskriptif kuantitatif dengan persentase. Hasil penelitian menunjukkan (1) Media pembelajaran berbasis *Adobe Flash CS6* pada mata kuliah THI materi echinodermata dikembangkan melalui 5 tahapan yaitu *Analysis, design, development, implementation dan evaluation*. (2) Media pembelajaran berbasis *Adobe Flash* ini layak digunakan berdasarkan penilaian : a) Ahli materi dengan kategori “Sangat Layak” (87,2%) dan b) Ahli media dengan kategori “Sangat Layak” (88,5%). (3) Penilaian mahasiswa terhadap media pembelajaran berbasis *Adobe Flash CS6* pada mata kuliah THI materi echinodermata diperoleh penilaian dengan kategori “Sangat Layak” (87,82%) .

**Kata Kunci:** *Media pembelajaran, adobe flash cs6, echinodermata*



## ABSTRACT

**Rovida Umayu. NIM 4172141032 (2021). Development of Learning Media Based on Adobe Flash CS6 in the Invertebrate Animal Taxonomy Subject Echinoderms.**

This research is motivated by the lack of utilization of variations in technology-based learning media that can facilitate learning THI Invertebrate Animal Taxonomy for theory and practice. This research aims to develop learning media based on Adobe Flash CS6 in the echinoderm THI course in biology education study program, Medan State University, to produce appropriate learning media from material experts and media experts, knowing the feasibility of media assessments by students of learning media based on Adobe Flash CS6 in the THI course, Echinodermata material. This research is research and development by adapting the ADDIE development model. The sample in the study was 60 students who had taken the THI course. The data analysis used to determine the feasibility of the media was descriptive quantitative with a percentage. The results showed (1) Adobe Flash CS6-based learning media in the THI course, echinoderm material was developed through 5 stages, namely *Analysis, design, development, implementation and evaluation* (2) This Adobe Flash-based learning media was feasible based on the assessment of a) Material expert with the “very feasible” category (87,5%) and b) Media Expert with the “very Feasible” category (88,2%) (3) The students’ assessment of the media in the large group trial assessment was obtained with the category “Very Feasible” (89.52%).

**Keywords:** *Learning media, adobe flash cs6, echinoderm*

