ABSTRAK

Kari Sulaiman Nasution, NIM: 5152111012, "Pengembangan Video Pembelajaran Pemanfaatan Limbah Kayu Pada Mata Pelajaran Produk Kreatif dan Kewirausahaan Program Keahlian Desain Pemodelan dan Informasi bangunan SMK Negeri 1 Lubuk Pakam". Skripsi. Jurusan Pendidikan Teknik Bangunan. Program Studi Pendidikan Teknik Bangunan. Fakultas Teknik – Universitas Negeri Medan. 2021.

Saat ini, hampir seluruh peserta didik memiliki *smartphone* yang digunakan dalam kehidupan sehari-hari. Siswa cendrung menggunakan *smartphone* untuk bermain *game* dan sosial media seperti *instagram, facebook, whatsapp,* dan sebagainya. Penelitian ini bertujuan untuk: (1) Mengembangkan media pembelajaran berbentuk video pada mata pelajaran produk kreatif dan kewirausahaan program keahlian desain pemodelan dan informasi bangunan kelas XI SMK Negeri 1 Lubuk Pakam. (2) Mengetahui tingkat kelayakan media pembelajaran berbentuk video pada mata pelajaran produk kreatif dan kewirausahaan program keahlian desain pemodelan dan informasi bangunan kelas XI SMKNegeri 1 Lubuk Pakam.

Lokasi penelitian ini dilakukan pada program keahlian desain pemodelan dan informasi bangunan kelas XI SMK Negeri 1 Lubuk Pakam. Metode yang digunakan dalam penelitian ini adalah Penelitian dan Pengembangan (*Research and Development*) dengan model pengembangan ADDIE. Model ADDIE memiliki lima fase atau tahap utama, yaitu *Analysis* (Analisis), *Design* (Perancangan), *Development* (Pengembangan), *Implementation* (Implementasi), *Evaluation* (Evaluasi). Isntrumen yang digunakan berupa angket untuk menguji

kelayakan media pembelajaran berbasis video melalui validasi ahli materi 1, ahli materi 2, ahli media, ahli bahasa, serta penilaian dari siswa (pengguna). Data dianalisis dengan teknik statistik deskriptif.

Berdasarkan penelitian ini, hasil validasi oleh ahli materi 1 diperoleh skala 88,3 dengan kriteria penilaian "sangat baik", hasil validasi oleh ahli materi 2 diperoleh skala 86,6 % dengan kriteria penilaian "sangat baik", hasil validasi oleh ahli media diperoleh skala 86,2 % dengan kriteria penilaian "sangat baik", hasil validasi oleh ahli bahasa diperoleh skala 91,2 % dengan kriteria penilaian "sangat baik", hasil validasi uji coba skala kecil diperoleh skala 92 % dengan kriteria penilaian "sangat baik". Maka dapat disimpulkan bahwa media pembelajaran berbasis video sangat baik digunakan sebagai media pembelajaran bagi siswa SMK 1 Lubuk Pakam.

Kata Kunci: Pengembangan media pembelajaran, Video Pemanfaatan Limbah Kayu.

ABSTRACT

Kari Sulaiman Nasution, NIM: 5152111012, "Development of Learning Videos on theUtilization of Wood Waste in Creative Products and Entrepreneurship Subjects, Modeling and Building Information Design Expertise Program at SMK Negeri 1 Lubuk Pakam". Essay. Department of Building Engineering Education. Building Engineering Education Study Program. Faculty of Engineering – Medan State University. 2021.

Currently, almost all students have smartphones that are used in everyday life. Students tend to use smartphones to play games and social media such as Instagram, Facebook, WhatsApp, and so on. This study aims to: (1) Develop learning media in the form of videos in the subjects of creative products and entrepreneurship, modeling and building information design skills program for class XI SMK Negeri 1 Lubuk Pakam. (2) Knowing the level of feasibility of learning media in the form of videos in the subject of creative products and entrepreneurship, modeling and building information design skills program for class XI SMK Negeri 1 Lubuk Pakam.

The location of this research was carried out in the modeling and building information design expertise program for class XI SMK Negeri 1 Lubuk Pakam. The method used in this research is Research and Development with the ADDIE development model. The ADDIE model has five main phases or stages, namely Analysis, Design, Development, Implementation, Evaluation. The instrument used is in the form of a questionnaire to test the feasibility of video-based learning media through validation of material 1 experts, material 2 experts, media experts, linguists, and assessments from students (users). Data were analyzed by

descriptive statistical techniques.

Based on this study, the results of the validation by the material expert 1 obtaineda scale of 88.3 with the assessment criteria "very good", the validation results by the material expert 2 obtained a scale of 86.6% with the assessment criteria "very good", the validation results by the media expert obtained a scale 86.2% with the assessment criteria "very good", the results of validation by linguists obtained a scale of 91.2% with the assessment criteria "very good", the results of the validation of small-scale trials obtained a scale of 92% with the assessment criteria "very good". So it can be concluded that video-based learning media is very well used as a learning medium for students of SMK 1 LubukPakam. obtained a scale of 86.6% with the assessment criteria "very good", the validation results by media experts obtained a scale of 86.2% with the assessment criteria "very good",the validation results by linguists obtained a scale of 91.2% with the assessment criteria "very good". ", the results of the validation of the small-scale trial obtained a scale of 92% with the assessment criteria "very good". So it can be concluded that video-based learning media is very well used as a learning medium for students of SMK 1 Lubuk Pakam.