

## ABSTRAK

**Ni Made Putri Mutia Andini : Pengembangan Media Pendidikan Gizi Ular Tangga Buah Dan Sayur Berbasis *Adobe Flash Cs6* Untuk Anak Sekolah Dasar. Skripsi. Fakultas Teknik. Universitas Negeri Medan.**

Tujuan dari penelitian ini untuk adalah: 1) Untuk menghasilkan media pendidikan Gizi Ular tangga berbasis *Adobe Flash CS6* untuk anak sekolah dasar ; 2) Untuk mengetahui kelayakan media pendidikan gizi ular tangga buah dan sayur berbasis *adobe flash CS6* untuk anak sekolah dasar menurut ahli media, ahli materi dan pengguna. Lokasi penelitian ini dilaksanakan di SDN 104196 Tandam Hulu II, Kecamatan Hampan Perak, dengan rentang waktu Februari 2022 hingga April 2022. teknik pengambilan sampel dilakukan dengan cara *total sampling*, dengan jumlah sampel sebanyak 33 orang siswa kelas V SD. Desain penelitian *Risearcha and Development* model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Teknik pengumpulan data menggunakan kuisisioner ahli media, ahli materi, dan kuisisioner penilaian siswa terhadap media.

Berdasarkan hasil penelitian ini, hasil analisis kebutuhan siswa menunjukkan bahwa siswa menyukai dan membutuhkan pengembangan media pendidikan gizi ular tangga buah dan sayur. Produk yang dihasilkan dari penelitian ini yaitu media pendidikan gizi ular tangga buah dan sayur berbasis *adobe flash CS6* yang telah diuji kelayakannya menurut ahli materi dan ahli media. Berdasarkan hasil penelitian ini, nilai kelayakan media dari ahli media pada tahap pertama sebesar 85 persen termasuk kategori sangat layak dan nilai pada tahap kedua sebesar 93 persen dengan kategori sangat layak. Nilai rerata kelayakan materi menurut ahli materi pada tahap pertama sebesar 83,5 persen dengan kategori sangat layak dan nilai rerata kelayakan materi menurut ahli materi pada tahap kedua sebesar 95 persen dengan kategori sangat layak. Hasil kelayakan ahli media dan ahli materi dinyatakan sangat layak dengan persentase nilai rerata sebesar 89,16 persen. Sehingga dapat disimpulkan bahwa media pendidikan gizi ular tangga buah dan sayur berbasis *adobe flash CS6* yang dikembangkan dapat digunakan oleh guru dan siswa dalam pembelajaran mengenai manfaat buah dan sayur.

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## ***ABSTRACT***

**Ni Made Putri Mutia Andini: Development of Educational Media for Snake Ladder Fruits and Vegetables Based on Adobe Flash Cs6 for Elementary School Children. Thesis. Faculty of Engineering. Medan State University.**

The purpose of this research are: 1) To produce educational media for Snakes and Ladders Nutrition based on Adobe Flash CS6 for elementary school children; 2) To determine the feasibility of adobe flash CS6-based nutrition education media for snakes and ladders for elementary school children according to media experts, material experts and users. The location of this research was carried out at SDN 104196 Tandam Hulu II, Hamparan Perak District, with a time span of February 2022 to April 2022. The sampling technique was carried out by total sampling, with a total sample of 33 students of class V elementary school. Research design Rresearcha and Development model ADDIE (Analysis, Design, Development, Implementation, Evaluation). The data collection technique used questionnaires from media experts, material experts, and student assessment questionnaires on the media.

Based on the results of this study, the results of the analysis of student needs showed that students liked and needed the development of fruit and vegetable nutrition education media. The product resulting from this research is adobe flash CS6-based nutrition education media for snakes and ladders, according to material experts and media experts. Based on the results of this study, the value of media eligibility from media experts in the first stage was 85 percent including the very feasible category and the value in the second stage was 93 percent in the very feasible category. The average value of the feasibility of the material according to the material expert in the first stage is 83.5 percent in the very feasible category and the average value of the material feasibility according to the material expert in the second stage is 95 percent in the very feasible category. The results of the feasibility of media experts and material experts were declared very feasible with a mean percentage value of 89.16 percent. So it can be concluded that the adobe flash CS6-based nutritional education media for snakes and ladders can be used by teachers and students in learning about the benefits of fruits and vegetables.