

ABSTRAK

Julpan Malau. NIM 5161111024: PENGEMBANGAN MEDIA VIDEO PEMBELAJARAN DENGAN TEKNOLOGI ADOBE FLASH CS6 PADA MATA KULIAH PENGUJIAN TANAH DI PROGRAM STUDI TEKNIK BANGUNAN UNIVERSITAS NEGERI MEDAN.

Penelitian ini bertujuan untuk: (1) Mengetahui tingkat kelayakan media pembelajaran menggunakan *Proctor* dalam bentuk video dengan aplikasi *Adobe Flash CS6* pada Mata Kuliah Pengujian Tanah di Program Studi Pendidikan Teknik Bangunan Universitas Negeri Medan. (2) Mengetahui kelayakan media video pembelajaran berdasarkan ahli materi, ahli media, ahli bahasa dan pengguna. Penelitian ini menggunakan metode penelitian ADDIE meliputi tahapan *Analysis, Design, Development, Implementation* dan *Evaluation*. Instrument pengambilan data berupa angket dimana hasil tersebut untuk menguji kelayakan media video pembelajaran pada mata kuliah pengujian tanah. Hasil validasi ahli materi dengan kategori “layak” dengan presentase 87%, Hasil validasi ahli media dengan kategori “layak” dengan presentase 75,5%, Hasil validasi ahli bahasa dengan kategori “layak” dengan presentasi 80% dan hasil pengujian ahli pengguna dengan uji coba skala kecil yang terdiri dari 10 mahasiswa memperoleh presentase 91,5% dengan kategori “sangat layak”. Hasil penelitian menunjukkan bahwa Media Video Pembelajaran penggunaan *Proctor* pada mata kuliah pengujian tanah layak digunakan mahasiswa Pendidikan Teknik Bangunan Universitas Negeri Medan.

Kata Kunci: Pengembangan Media Video Pembelajaran, Media Pengujian Tanah



ABSTRACT

Julpan Malau. NIM 5161111024: DEVELOPMENT OF LEARNING VIDEO MEDIA WITH ADOBE FLASH CS6 TECHNOLOGY IN SOIL TESTING COURSE IN BUILDING ENGINEERING STUDY PROGRAM IN MEDAN STATE UNIVERSITY.

This study aims to: (1) determine the feasibility level of learning media using Proctor in the form of video with the Adobe Fash CS6 application in the Soil Testing Course at the Building Engineering Education Study Program, Medan State University. (2) Knowing the feasibility of learning video media based on material experts, media experts, linguists and users. This study uses the ADDIE research method covering the stages of Analysis, Design, Development, Implementation and Evaluation. The data collection instrument is in the form of a questionnaire where the results are to test the feasibility of learning video media in the soil testing course. The results of the validation of the material experts with the "feasible" category with a percentage of 87%, the results of the validation of the media experts with the "feasible" category with the percentage of 75.5%, the validation results of the linguists in the "feasible" category with a presentation of 80% and the results of the user expert testing with the small-scale trial consisting of 10 students obtained a percentage of 91.5% in the "very feasible" category. The results of the study indicate that the Learning Video Media using Proctor in the soil testing course is suitable for use by students of the State University of Medan in Building Engineering Education.

Keywords: Learning Video Media Development, Soil Testing Media

