ABSTRAK

Ibnu Akbar : *Pengaruh Model Pembelajaran Discovery Learning Berbantuan Media Adobe Animate CC Terhadap Hasil Belajar Pada Mata Pelajaran Pekerjaan Dasar Teknik Otomotif (PDTO) kelas X Teknik Bisnis Sepeda Motor (TBSM) Di SMKS MANDIRI Percut Sei Tuan*. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2022

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Discovery Learning* berbantuan media *Adobe Animate CC* terhadap hasil belajar siswa pada mata pelajaran pekerjaan dasar Teknik otomotif (PDTO) kelas X TBSM SMKS Mandiri Percut Sei Tuan. Jenis penelitian ini adalah kuantitatif dengan metode *quaisy eksperimen* menggunakan model pembelajaran ADDIE yaitu; 1) *Analysis* (Analisis); 2) *Design* (Desain); 3) *Development* (Pengembangan); 4) *Implementation* (Implementasi/ Eksekusi); *Evaluation* (Evaluasi/ Umpan Balik). Subjek penelitian adalah siswa kelas X TKR sebanyak 70 orang dan guru PDTO SMKS Mandiri Percut Sei Tuan. Media Pembelajaran berbasis *Adobe Animate cc* pada materi Alat Ukur efektif meningkatkan hasil belajar. Dari hasil pengaplikasian uji t terhadap kelas ekeperimen dan kelas kontrol ada perbedaan efektivitas yang signifikan antara kedua kelas, dibuktikan dengan nilai sig ($0{,}765 > 0{,}05$). Nilai rata-rata kelas eksperimen adalah 83,77 dengan simpangan baku 8,94 dan nilai rata-rata pada kelas kontrol adalah 75,42 dengan simpangan baku 8,35.

Kata Kunci: Media *Adobe Animate CC,* Model Pembelajaran *Discovery Learning,* Hasil belajar Alat Ukur Elektronik, ADDIE.

ABSTRACT

Ibnu Akbar : *The Effect of a Discovery Learning Model Assisted by Adobe Animate CC Media on Learning Outcomes in Class X Automotive Engineering (PDTO) and Basic Work in Motorcycle Engineering (TBSM) at MANDIRI Percut Sei Tuan Vocational High School*. Essay. Faculty of Engineering, Medan State University. 2022.

This study aims to determine the effect of the Discovery Learning model assisted by Adobe Animate CC media on student learning outcomes in the automotive engineering basic work subject (PDTO) for class X at TBSM Mandiri Percut Sei Tuan Vocational High School. This type of research is quantitative with the qualitative experimental method using the ADDIE learning model, namely: 1) Analysis (Analysis); 2) Design (Design); 3) Development (Development); 4) Implementation (Implementation/ Execution); Evaluation (Evaluation/Feedback). The research subjects were 70 TKR class X students and PDTO teachers at Mandiri Percut Sei Tuan Vocational High School. Learning media based on Adobe Animate CC and Measuring Tool material effectively improves learning outcomes. From the results of the application of the t test to the experimental class and the control class, there is a significant difference in effectiveness between the two classes, as evidenced by the sig value ($0.765 > 0.05$). The average value of the experimental class was 83.77 with a standard deviation of 8.94, and the average value in the control class was 75.42 with a standard deviation of 8.35.

Keywords: *Adobe Animate CC* Media, *Discovery Learning* Model, Learning Outcomes of Electronic Measuring Instruments, ADDIE.