

ABSTRAK

Riski Raudah Nasution : Pengembangan Media Pembelajaran Berbasis Aplikasi Canva pada Mata Pelajaran Tata Hidang di SMK Negeri 1 Beringin Program Studi Pendidikan Tata Boga Universitas Negeri Medan. Skripsi. Fakultas Teknik. Universitas Negeri Medan. 2023.

Penelitian ini bertujuan untuk : (1) Menghasilkan media pembelajaran aplikasi canva pada mata pelajaran tata hidang materi lipatan serbet (*Napkin Folding*) siswa kelas XI Jasa Boga SMK Negeri 1 Beringin; (2) Mengetahui kelayakan pengembangan media pembelajaran berbasis aplikasi *canva* pada mata pelajaran tata hidang materi lipatan serbet (*Napkin Folding*) siswa kelas XI Jasa Boga SMK Negeri 1 Beringin oleh ahli materi, ahli media dan respon siswa. Lokasi penelitian dilakukan di SMK N 1 Beringin. Waktu penelitian pada semester ganjil tahun ajaran 2022/2023. Penelitian ini menggunakan model pengembangan 4-D yang dibatasi menjadi 3 langkah, yaitu (1) *Define*; (2) *Design*; dan (3) *Development*. Subjek penelitian terdiri dari 2 orang ahli materi, 1 orang ahli media dan 30 siswa kelas XI Jasa Boga . Teknik pengumpulan data menggunakan angket untuk menjangkau data kualitas materi, data kualitas media dan data akseptansi media. Data dianalisis menggunakan teknik statistik deskriptif.

Berdasarkan hasil penelitian ini, hasil analisis kebutuhan guru dan siswa menunjukkan bahwa seluruh guru dan siswa membutuhkan media pembelajaran berbasis aplikasi canva masing-masing skor ≥ 50 persen. Produk yang dihasilkan adalah media pembelajaran berbasis aplikasi canva yang telah diuji kelayakannya oleh ahli materi, ahli media dan respon siswa. Hasil validasi ahli materi berdasarkan aspek kelayakan isi termasuk kategori “Layak” dengan persentase skor sebesar 76,66 persen , berdasarkan aspek penyajian termasuk kategori “Sangat layak” dengan persentase skor sebesar 90,00 persen, dan berdasarkan aspek kebahasaan termasuk kategori”Sangat Layak” dengan persentase skor sebesar 93.33 persen, untuk kelayakan materi keseluruhan memperoleh persentase sebesar 84,61 persen dengan kriteria “Sangat Layak”. Hasil validasi ahli media berdasarkan aspek penyajian termasuk kategori “Sangat Layak“ dengan persentase skor sebesar 91,42 persen,dan berdasarkan aspek kegrafikan termasuk kategori”Sangat Layak” dengan persentase skor sebesar 88,88 persen, untuk kelayakan media keseluruhan memperoleh persentase sebesar 90,00 persen dengan kriteria “Sangat Layak”. Hasil akseptansi media memperoleh skor sebesar 4,80 dengan kategori “Akseptansi Sangat Tinggi”. Dengan demikian, media pembelajaran berbasis aplikasi canva pada mata pelajaran tata hidang materi lipatan serbet (*Napkin Folding*) layak digunakan dalam proses pembelajaran.

Kata Kunci : Pengembangan Media , Media Aplikasi Canva, Tata Hidang

ABSTRACT

Riski Raudah Nasution: *Development of Canva Application-Based Learning Media in Tata Hidang Subjects at SMK Negeri 1 Beringin Tata Boga Education Study Program, Medan State University. Thesis. Faculty of Engineering. Medan State University. 2023.*

This study aims to: (1) Produce learning media for the application of Canva in the subject of cooking on napkin folding material for class XI Catering Services students of SMK Negeri 1 Beringin; (2) Knowing the feasibility of developing learning media based on the Canva application in the subject of Napkin Folding for Class XI Catering Services students at SMK Negeri 1 Beringin by material experts, media experts and student responses. The research location was conducted at SMK N 1 Beringin. Research time in the odd semester of the 2022/2023 academic year. This study uses a 4-D development model which is limited to 3 steps, namely (1) Define; (2) Design; and (3) Development. The research subjects consisted of 2 material experts, 1 media expert and 30 class XI catering services. The data collection technique uses a questionnaire to capture material quality data, media quality data and media acceptance data. Data were analyzed using descriptive statistical techniques.

Based on the results of this study, the results of the analysis of the needs of teachers and students show that all teachers and students need learning media based on the Canva application, each with a score of ≥ 50 percent. The resulting product is learning media based on the Canva application which has been tested for feasibility by material experts, media experts and student responses. The results of the validation of material experts based on the content feasibility aspect included in the "Decent" category with a score percentage of 76.66 percent, based on the presentation aspect included in the "Very Eligible" category with a score percentage of 90.00 percent, and based on linguistic aspects included in the "Very Eligible" category with a percentage score of 93.33 percent, for overall material eligibility a percentage of 84.61 is obtained with the criteria of "Very Eligible". The validation results of media experts based on the presentation aspect are included in the "Very Decent" category with a score percentage of 91.42 percent, and based on graphical aspects, it is included in the "Very Decent" category with a score percentage of 88.88 percent, for overall media feasibility it obtains a percentage of 90,00 percent with the criteria of "Very Eligible". The media acceptance results obtained a score of 4.80 in the "Very High Acceptance" category. Thus, learning media based on the Canva application in the course of napkin folding material is suitable for use in the learning process.

Keywords: Media Development, Canva Application, Tata Hidang