ABSTRAK

Muhammad Wahyu Saputra (5161111034) Pengembangan Media Pembelajaran Berbasis Video Mata Kuliah Desain Gambar dengan Komputer pada Mahasiswa Prodi Pendidikan Teknik Bangunan Universitas Negeri Medan. Fakultas Teknik. Universitas Negeri Medan. 2023.

Latar belakang penelitian ini berdasarkan hasil dari instrumen kebutuhan mahasiswa. Dari instrumen kebutuhan tersebut diketahui bahwa media pembelajaran berbasis video sangat dibutuhkan mahasiswa dalam pembelajaran mandiri. Tujuan dari penelitian ini untuk memvalidasi media pembelajaran berbasis video yang dikembangkan sebelum dijadikan bahan referensi pembelajaran mandiri pada mata kuliah desain gambar dengan komputer.

Penelitian ini menerapkan model pengembangan *four-D* (4D) Thiagarajan, yang terdiri dari tahapan *define* (pendefinisian), *design* (perencanaan), *develop* (pengembangan), dan *disseminate* (penyebaran). Tahapan *define* (pendefinisian) terdiri dari kegiatan pemilihan media, pemilihan materi, dan penyusunan Capaian Pembelajaran Mata Kuliah (CPMK). Tahapan *design* (perencanaan) terdiri dari kegiatan penyusunan materi, penyusunan naskah, pembuatan *storyboard*, serta penyusunan instrumen validasi para ahli dan uji praktikalitas pengguna (mahasiswa). Tahapan *develop* (pengembangan) terdiri dari kegiatan pembuatan media pembelajaran berbasis video, validasi oleh ahli materi dan ahli media, evaluasi media pembelajaran berbasis video, serta uji praktikalitas pengguna (mahasiswa). Dan tahapan *disseminate* (penyebaran) terdiri dari penyebaran media pembelajaran video kepada dosen pengampu mata kuliah desain gambar dengan komputer dan penyebaran di *platform YouTube*.

Perolehan penilaian untuk media pembelajaran video proses gambar denah oleh ahli materi memperoleh nilai 4,70 dikategorikan sangat layak, ahli media memperoleh nilai 4,10 dikategorikan layak, dan untuk perolehan persentase kepraktisan 91,3 % dikategorikan sangat praktis. Sedangkan perolehan penilaian untuk media video proses gambar tampak oleh ahli materi memperoleh nilai 4,75 dikategorikan sangat layak, ahli media memperoleh nilai 4,05 dikategorikan layak, dan untuk perolehan persentase kepraktisan 91,6 % juga dikategorikan sangat praktis. Sehingga media pembelajaran berbasis video untuk materi proses gambar denah dan materi proses gambar tampak menurut para ahli dinyatakan layak digunakan, serta dikategorikan sangat praktis digunakan.

Kata Kunci: Media pembelajaran, *software AutoCAD, software Camtasia*

ABSTRACT

Muhammad Wahyu Saputra (5161111034) Development of Video-Based Learning Media for Computerized Image Design Courses for Students of Building Engineering Education Study Program, Medan State University. Faculty of Engineering. Medan State University. 2023.

The background of this research is based on the results of the student's instrument. From these need instruments it is known that video-based learning media is needed by students in independent learning. The purpose of this study was to validate the video-based learning media that was developed before being used as reference material for independent learning in computer-aided image design courses.
This study applies the Thiagarajan four-D (4D) development model, which consists of define, design, develop, and disseminate stages. The defined stage consists of media selection activities, material selection, and preparation of Capaian Pembelajaran Mata Kuliah (CPMK). *The design (planning) stage consists of preparing material, drafting scripts, making storyboards, as well as preparing expert validation instruments and user (student) practicality tests. The develop stage consists of activities for making video-based learning media, validation by material experts and media experts, evaluation of video-based learning media, and user (student) practicality tests. And the disseminate stage consists of distributing video learning media to lecturers in image design courses with computers and dissemination on the YouTube platform.*
The evaluation for video learning media for the drawing process by material experts obtained a score of 4.70 which was categorized as very feasible, media experts obtained a value of 4.10 which was categorized as feasible, and for the acquisition of a practicality percentage of 91.3% it was categorized as very practical. While the evaluation for visible image processing video media by material experts obtained a score of 4.75 which was categorized as very feasible, media experts obtained a value of 4.05 which was categorized as feasible, and for the acquisition of a practicality percentage of 91.6% it was also categorized as very practical. So that video-based learning media for floor plan drawing process material and visible drawing process material according to experts are declared feasible to use, and are categorized as very practical to use.

Keywords: Learning Media, AutoCAD software, Camtasia software