

## ABSTRAK

**Nando Oktavianus Pane** (5173121020) Pengembangan Media Pembelajaran Interaktif Berbasis Kontekstual Pada Mata Pelajaran Teknik Pemesinan Bubut di SMK YAPIM Simpang Kawat.

Penelitian ini bertujuan untuk: (1) menghasilkan media pembelajaran interaktif berbasis *Adobe flash*; dan (2) menilai kelayakan media pembelajaran interaktif berbasis *Adobe flash*.

Jenis penelitian yang digunakan adalah *R&D (Research and Development)* dengan prosedur pengembangan mengadopsi dari prosedur *Borg and Gall* yang telah dimodifikasi meliputi tahap identifikasi, tahap desain dan pengembangan, tahap validasi, tanggapan pengguna dan hasil produk akhir. Teknik pengumpulan data dilakukan dengan observasi, wawancara dan angket. Data hasil penelitian dianalisis secara deskriptif kuantitatif yang disajikan dalam bentuk tabel.

Hasil penelitian diperoleh: (1) telah dihasilkan media pembelajaran interaktif berbasis kontekstual dengan format *.exe* dan memiliki ukuran sebesar 184 MB sehingga dapat digunakan pada komputer dengan spesifikasi rendah sekalipun. Media pembelajaran interaktif dilengkapi dengan gambar, video, audio dan animasi yang membuat penyajian materi lebih menarik dan mudah dipahami. Media pembelajaran interaktif berbasis kontekstual dengan memiliki latihan soal yang digunakan untuk menguji pemahaman siswa terhadap materi yang diajarkan; (2) kelayakan media pembelajaran interaktif pembuatan roda gigi lurus berdasarkan penilaian ahli media mendapatkan skor 3,44 dengan persentase 85,15% termasuk dalam kategori sangat baik, penilaian ahli materi mendapatkan skor 3,28 dengan persentase 82% termasuk dalam kategori baik, dan penilaian siswa mendapatkan skor 3,45 dengan persentase 86,4% termasuk dalam kategori sangat baik.

**Kata Kunci :** *Media Pembelajaran, Pembelajaran Kontekstual, Research and Development*

## ***ABSTRACT***

**Nando Oktavianus Pane** (5173121020) Development of Contextual Based Interactive Learning Media on Lathe Machining Engineering Subjects at SMK YAPIM Simpang Kawat.

This research aims to: (1) produce interactive learning media based on Adobe flash; and (2) assess the feasibility of Adobe flash-based interactive learning media.

The type of research used is R&D (Research and Development) with development procedures adopting from the modified Borg and Gall procedures including the identification stage, design and development stage, validation stage, user response and final product results. Data collection techniques are carried out by observation, interviews and questionnaires. The research data were analyzed in a quantitative descriptive manner which was presented in the form of tables

The results of the study were obtained: (1) contextual-based interactive learning media has been produced with a .exe format and has a size of 184 MB so that it can be used on even low-specification computers. Interactive learning media is equipped with images, videos, audio and animations that make the presentation of material more interesting and easy to understand. Contextual based interactive learning media by having practice questions that are used to test students' understanding of the material taught; (2) The feasibility of interactive learning media for making straight gears based on the assessment of media experts gets a score of 3.44 with a percentage of 85.15% included in the very good category, the material expert assessment gets a score of 3.28 with a percentage of 82% included in the good category, and the student assessment gets a score of 3.45 with a percentage of 86.4% included in the very good category.

**Keywords:** *Learning media, Contextual-based Learning, Research and Development*