

ABSTRAK

Anggie Fadhlia Ash Shaf, NIM: 5173111002, “Pengembangan Media Pembelajaran Berbasis Multimedia Interaktif Menggunakan Adobe Flash CS 6 Pada Mata Pelajaran Konstruksi dan Utilitas Gedung Kelas XI Desain Pemodelan dan Informasi Bangunan SMK Negeri 1 Percut Sei Tuan”. Skripsi. Jurusan Pendidikan Teknik Bangunan. Program Studi Pendidikan Teknik Bangunan. Fakultas Teknik - Universitas Negeri Medan. 2021.

Tujuan penelitian ini adalah untuk: (1) Mengembangkan media pembelajaran berbasis multimedia interaktif menggunakan *Adobe Flash CS6* pada mata pelajaran Konstruksi dan Utilitas Gedung siswa kelas XI DPIB di SMK Negeri 1 Percut Sei Tuan. (2) Mengetahui tingkat validitas media pembelajaran yang dikembangkan sebagai media pembelajaran bagi siswa.

Penelitian ini merupakan penelitian pengembangan (*Research and Development*). Model pengembangan yang digunakan adalah model desain intruksional ADDIE yang terdiri atas: (1) *analysis*, (2) *design*, (3) *development & implementation*, dan (4) *evaluation*. Penelitian ini dilakukan di SMK Negeri 1 Percut Sei Tuan dengan responden penelitian siswa kelas XI program keahlian Desain Pemodelan dan Informasi dan Bangunan (DPIB). Instrumen yang digunakan berupa angket. Angket digunakan untuk menguji kelayakan media pembelajaran menggunakan *Adobe Flash CS6* melalui validasi satu ahli materi, satu ahli media, dan satu ahli bahasa. Teknik analisis data dilakukan dengan hitungan statistik deskriptif.

Adapun hasil penelitian adalah: (1) produk multimedia pembelajaran interaktif pada mata pelajaran Konstruksi dan Utilitas Gedung pada kompetensi dasar menerapkan prosedur pembuatan gambar konstruksi tangga dan membuat gambar konstruksi tangga. (2) kelayakan produk berdasarkan validasi ahli materi diperoleh rerata skor sebesar 4 dengan kriteria “**baik**” termasuk dalam interpretasi “**layak**”. Berdasarkan validasi ahli media diperoleh rerata skor sebesar 4,2 dengan kriteria “**baik**” termasuk dalam interpretasi “**layak**”. Berdasarkan validasi ahli bahasa diperoleh rerata skor sebesar 4 dengan kriteria “**baik**” termasuk dalam interpretasi “**layak**”. Penilaian siswa melalui angket *user/pengguna* mendapatkan rerata skor sebesar 4,694 dengan kriteria “**baik**” termasuk dalam interpretasi “**sangat layak**” dalam arti tingkat penerimaan oleh siswa tergolong tinggi. Dengan demikian media pembelajaran berbasis multimedia interaktif yang dikembangkan layak digunakan dan dapat digunakan sebagai media pembelajaran oleh siswa kelas XI DPIB SMK Negeri 1 Percut Sei Tuan.

Kata kunci: Pengembangan Media Pembelajaran, Multimedia Interaktif, *Adobe Flash CS6*, dan Kontruksi Utilitas Gedung

ABSTRACT

Anggie Fadhlia Ash Shaf, NIM: 5173111002, “The development of interactive Multimedia based Media learning using Adobe Flash CS 6 on the subject of construction and utilities building class XI design modeling and information building SMK Negeri 1 Percut Sei Tuan”. Essay. Department of Building Engineering Education. Building Engineering Education Study Program. Faculty of Engineering, State University of Medan. 2020

The purpose of this research is to: (1) Develop interactive multimedia-based learning media on the subjects of construction and utility student building class XI DPIB in SMK Negeri 1 Percut Sei Tuan by using Adobe Flash CS6 (2) Knowing the level of validity of the learning media is developed as a learning medium for students.

This research is a research and Development. The development model used is an ADDIE instruction design model consisting of: (1) analysis, (2) design, (3) Development & Implementation, and (4) evaluation. This research was conducted in SMK Negeri 1 Percut Sei Master with the Respondent Research Student class XI program of design and information modeling and buildings (DPIB). The instrument used is a questionnaire. The questionnaire was used to test the feasibility of learning media using Adobe Flash CS 6 through the validation of one material expert, one media expert, and one language expert. Data analysis techniques are done with a descriptive statistical count.

The results of the research are: (1) interactive learning multimedia products in the subject of Building Construction and Utilities in the basic competence of applying procedures for making staircase construction drawings and making staircase construction drawings. (2) product feasibility based on material expert validation obtained an average score of 4 with "good" criteria included in the "feasible" interpretation. Based on the validation of media experts, an average score of 4.2 was obtained with the "good" criteria included in the "feasible" interpretation. Based on the validation of linguists, an average score of 4 was obtained with the "good" criteria included in the "feasible" interpretation. Student assessment through a user/user questionnaire got an average score of 4,694 with the criteria of "good" included in the interpretation of "very feasible " in the sense that the level of acceptance by students was high. Thus the interactive multimedia-based learning media that was developed is feasible to use and can be used as a learning medium by class XI DPIB students of SMK Negeri 1 Percut Sei Tuan.

Keywords: Learning Media Development, Interactive Multimedia, Adobe Flash CS6, and Building Utility Constructio