

## ABSTRAK

**Tommi Daniel Hutajulu. NIM. 5153331022. Pengembangan Media Interaktif Pada Mata Pelajaran Dasar Listrik Kelas X Teknik Instalasi Tenaga Listrik SMK Swasta Imelda Medan.**

Penelitian pengembangan ini secara umum bertujuan untuk (1) mengembangkan media pembelajaran berbasis multimedia interaktif untuk SMK Swasta Imelda Medan, (2) mengetahui penilaian ahli media dan ahli materi terhadap media pembelajaran, dan (3) mengetahui kelayakan media pembelajaran berdasarkan penilaian ahli media dan ahli materi . Metode yang digunakan pada penelitian ini adalah penelitian pengembangan (*Research and Development* ). Penelitian ini dilakukan di SMK Swasta Imelda Medan. Hasil Penelitian dan Pengembangan : (1) Proses Penelitian pengembangan ini dilaksanakan dengan beberapa tahapan yang diadaptasi dari model penelitian pengembangan versi borg and gall yang disederhanakan menjadi 4D. Adapaun tahapan tersebut yaitu : *Define, Design, Development, dan Disseminate*. Tahap define meliputi pendefinisian , tahap design meliputi pembuatan storyboard, tahap development meliputi pengembangan media pembelajaran berbasis multimedia interaktif ,validasi ahli media dan ahli materi, serta revisi media pembelajaran dari ahli media dan ahli materi dan tahap disseminate meliputi tahap uji coba. Sasaran penelitian ini adalah Dosen Ahli Universitas Negeri Medan. Pengujian terhadap multimedia interaktif oleh validator materi menunjukkan bahwa multimedia pembelajaran yang dihasilkan baik pada validasi materi dengan skor rata-rata 4.52 dan untuk validasi media dengan skor rata-rata 4.59. Maka diperoleh kesimpulan media yang dikembangkan layak untuk digunakan .

Kata Kunci : Pengembangan Multimedia interaktif , Software *Macromedia Flash CS8*, Dasar Listrik.



## ABSTRACT

**Tommi Daniel Hutajulu. NIM. 5153331022. Interactive Media Development in Basic Electricity Subject Class X Electrical Power Installation Engineering, Imelda Vocational High School, Medan.**

This development research generally aims to (1) develop interactive multimedia-based learning media for Imelda Medan Private Vocational School, (2) determine the assessment of media experts and material experts on learning media, and (3) determine the feasibility of learning media based on the assessment of media experts and experts Theory . The method used in this research is research and development. This research was conducted at SMK Imelda Medan. Research and Development Results: (1) The research and development process was carried out in several stages which were adapted from the simplified version of the borg and gall development research model into 4D. The stages are: Define, Design, Development, and Disseminate. The define stage includes definition, the design stage includes storyboarding, the development stage includes the development of interactive multimedia-based learning media, validation of media experts and material experts, and revision of learning media from media experts and material experts and the dissemination stage includes the trial phase. The target of this research is the Expert Lecturer at the State University of Medan. Testing of interactive multimedia by the material validator shows that the resulting learning multimedia is good for material validation with an average score of 4.52 and for media validation with an average score of 4.59. Then it can be concluded that the developed media is suitable for use.

**Keywords:** Interactive Multimedia Development, Macromedia Flash CS8 Software, Basic Electricity.