

ABSTRAK

Yeni Prima Manalu: *Pengembangan Media Pembelajaran Interkatif pada Mata Pelajaran Dasar Desain Grafis di Kelas TKJ X SMK Negeri 1 Lintongnihuta*. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2022.

Penelitian ini memiliki tujuan (1) untuk mengetahui hasil akhir pengembangan dari media pembelajaran dasar desain grafis dan (2) untuk mengetahui tingkat kelayakan media pembelajaran interaktif pada mata pelajaran Dasar Desain Grafis di Kelas X TKJ SMK Negeri 1 Lintongnihuta.

Metode penelitian ini adalah penelitian pengembangan (R&D) dengan menggunakan model pengembangan Waterfall. Teknik pengumpulan data yang digunakan adalah wawancara, observasi lapangan dan angket. Instrumen yang digunakan berupa angket/kuesioner. Angket divalidasi oleh 2 ahli materi dan 2 ahli media. Penelitian uji kelayakan menggunakan responden berjumlah 33 orang.

Berdasarkan hasil penelitian uji kelayakan media pembelajaran didapatkan bahwa hasil penilaian ahli materi sebesar 4,27 termasuk kategori sangat layak. Berdasarkan hasil penilaian ahli media sebesar 4,41 termasuk kategori sangat layak. Dan pada uji respon siswa mendapat nilai 4,6 dalam kategori sangat tinggi. Berdasarkan hasil analisis data dapat disimpulkan bahwa media pembelajaran interaktif sangat layak digunakan pada mata pelajaran Dasar Desain Grafis.

Kata Kunci: Pengembangan, Media Pembelajaran Interaktif, *Adobe flash Cs6*, Dasar Desain Grafis, Kelayakan.



ABSTRACT

Yeni Prima Manalu: Development of Interactive Learning Media on Basic Graphic Design Subjects in Class TKJ X SMK Negeri 1 Lintongnihuta. Thesis. Faculty of Engineering, State University of Medan. 2022.

This study has the objectives (1) to determine the final result of the development of graphic design basic learning media and (2) to determine the feasibility level of interactive learning media in Basic Graphic Design subjects in Class X TKJ SMK Negeri 1 Lintongnihuta.

This research method is development research (R&D) using the Waterfall development model. Data collection techniques used are interviews, field observations and questionnaires. The instrument used is a questionnaire . The questionnaire was validated by 2 material experts and 2 media experts. The feasibility study research used 33 respondents.

Based on the results of the study of the feasibility test of learning media, it was found that the results of the material expert's assessment were 4.27 including the very feasible category. Based on the results of the media expert's assessment of 4.41, it is included in the very feasible category. And in the student response test got a score of 4.6 in the very high category. Based on the results of data analysis, it can be concluded that interactive learning media is very suitable for use in Basic Graphic Design subjects.

Keywords: *Development, Interactive Learning Media, Adobe flash Cs6, Basic Graphic Design, Feasibility.*

