

ABSTRAK

Donna Manurung: Pengaruh Penggunaan Media Pembelajaran Adobe Flash Cs5 Terhadap Hasil Praktek Membuat Brownies SMK Pariwisata Imelda Medan. Skripsi, Pendidikan Tata Boga, Jurusan Pendidikan Kesejahteraan Keluarga. Fakultas Teknik. Universitas Negeri Medan. 2024.

Tujuan penelitian ini untuk mengetahui: (1) Hasil praktek siswa dalam membuat brownies yang menggunakan media *Adobe Flash CS5*; (2) Hasil praktek siswa dalam membuat brownies yang menggunakan media *Power Point*; (3) Pengaruh penggunaan media pembelajaran *Adobe Flash CS5* terhadap hasil praktek siswa dalam membuat brownies. Desain penelitian quasi eksperimen, lokasi penelitian di SMK Pariwisata Imelda Medan. dengan waktu Oktober - Desember 2023. Populasi penelitian melibatkan semua peserta didik kelas XI Jasa Boga, dengan jumlah sampel sebanyak 50 orang. Teknik pengambilan sampel secara *random sampling*. Sampel pada penelitian ini adalah kelas XI Boga 1 berjumlah 25 orang sebagai kelas eksperimen, dan XI Boga 2 dengan jumlah 25 orang kelas kontrol. Teknik pengumpulan data menggunakan pengamatan hasil praktek. Teknik analisis data secara deskripsi data, uji kecenderungan, uji persyaratan analisis menggunakan uji normalitas dan uji homogenitas, uji hipotesis menggunakan uji-t.

Berdasarkan hasil penelitian ini menunjukkan tingkat kecenderungan hasil praktek menggunakan media pembelajaran *Adobe Flash CS5* masuk kedalam kategori cenderung tinggi yaitu sebesar 96 persen dan untuk kategori cukup sebesar 4 persen, serta untuk tingkat kecenderungan hasil praktek menggunakan media *Power Point* masuk dalam kategori tinggi sebesar 24 persen dan untuk kategori cukup sebesar 76 persen. Berdasarkan hasil uji-t menunjukkan bahwa memiliki pengaruh yang positif serta signifikan dengan menggunakan media *Adobe Flash CS5* terhadap hasil praktek membuat brownies dengan nilai $(23,58 > 1,677)$ atau $(t_{hitung} > t_{tabel})$ dengan taraf signifikan 5 persen, artinya media *Adobe Flash CS5* dapat mempengaruhi hasil praktek membuat brownies.

ABSTRACT

Donna Manurung: The Influence of Using Adobe Flash CS5 Learning Media on the Practice Results of Making Brownies at the Imelda Tourism Vocational School, Medan. Thesis, Culinary Education, Department of Family Welfare Education. Faculty of Engineering. Medan State University. 2024

The purpose of this research is to find out: (1) The results of students' practice in making brownies using Adobe Flash CS5 media. (2) Results of students' practice in making brownies using Power Point media. (3) The influence of using Adobe Flash CS5 learning media on students' practice results in making brownies. This research was carried out within the confines of Class XI Tata Boga at SMK Pariwisata Imelda Medan. The research timeline encompassed the period from October - December 2023. The population under scrutiny for this study encompassed the entirety of Class XI Boga Services, and the sample size consisted of a total of 50 individuals. The selection of class samples was executed via the random sampling technique, which was chosen due to its inherent characteristic of random selection without stratified considerations within the population. Consequently, XI Boga 1 was designated as the experimental class, while XI Boga 2 was assigned as the control class. Data collection procedures revolved around the observation and documentation of students' practical performances. The data analysis methodology encompassed multiple approaches, including data description, trend analysis, and the requisite statistical tests, such as the assessment of data normality, homogeneity, and hypothesis testing employing the t-test.

The results of this study have a tendency level of the practical results of making brownies using Adobe Flash CS5 learning media into a high tendency category, namely 96 percent and for the moderate category by 4 percent and for the tendency level of the practical results of making brownies using Power Point media which is in the high category by 24 percent and for the moderate category by 76 percent. The results of the normality test of the two classes are normally distributed. . Based on the results of the t test, it shows that there is a positive and significant effect of using Adobe Flash CS5 media on the results of the practice of making brownies with a value of $(23,58 > 1.677)$ or $(t_{\text{count}} > t_{\text{table}})$ with a significant level of 5 percent, meaning that Adobe Flash CS5 media can affect the results of the practice of making brownies.