

ABSTRAK

Sanfrisco Simatupang. NIM 5173111027: *Pengembangan Media Pembelajaran Berbasis Video Animasi Dengan Aplikasi Canva Pada Mata Pelajaran Teknik Dasar Pekerjaan Konstruksi dan Perumahan Kelas X Teknik Konstruksi dan Perumahan (TKP) Di SMK Negeri 1 Percut Sei Tuan. Skripsi. Fakultas Teknik – Universitas Negeri Medan. 2024.*

Penelitian ini bertujuan untuk mengetahui tingkat kelayakan media pembelajaran berbasis video animasi dengan aplikasi *Canva* yang dikembangkan pada mata pelajaran Teknik Dasar Pekerjaan Konstruksi dan Perumahan. Penelitian ini menggunakan metode penelitian pengembangan model 4D (*Define, Design, Development, and Dissemination*) dari Thiagarajan. Instrumen yang digunakan berupa angket. Angket digunakan untuk menguji kelayakan media video animasi melalui validasi ahli media, ahli materi dan pengguna. Hasil pengujian kelayakan yaitu: (1) Hasil tingkat kelayakan oleh ahli media dengan kategori “Sangat Layak” memiliki persentase skor 82,69%, (2) Hasil tingkat kelayakan oleh ahli materi dengan kategori “Sangat Layak” memiliki rata-rata persentase skor 80,95%, (3) Hasil tingkat kelayakan oleh pengguna dengan kategori “Sangat Layak” memiliki persentase skor 87,5%. Hasil penelitian menunjukkan bahwa media Video Animasi Teknik Dasar Pekerjaan Konstruksi dan Perumahan layak digunakan siswa kelas X TKP di SMK Negeri 1 Percut Sei Tuan.

Kata Kunci : Pengembangan Media, Video Animasi, *Canva*, dan Teknik Dasar Pekerjaan Konstruksi dan Perumahan



ABSTRACT

Sanfrisco Simatupang. Student ID Number 5173111027 : *Development of Learning Media Based on Animated Videos Using Canva Application for Basic Techniques of Construction and Housing Work Subject for Class X Construction and Housing Engineering (TKP) at SMK Negeri 1 Percut Sei Tuan. Skripsi. Faculty of Engineering – State University of Medan. 2024*

This research aims to determine the level of feasibility of animated video-based learning media with the Canva application developed for Basic Engineering and Construction Work subjects. This research uses the 4D model development research method (Define, Design, Development, and Dissemination) from Thiagarajan. The instrument used was a questionnaire. The questionnaire is used to test the feasibility of animated video media through validation by media experts, material experts and users. The results of the feasibility test are: (1) The feasibility level results by media experts in the "Very Feasible" category have a score percentage of 82.69%, (2) The feasibility level results by material experts in the "Very Feasible" category have an average score percentage of 80.95%, (3) The user's feasibility level results in the "Very Eligible" category have a score percentage of 87.5%. The results of the research show that the animation video media for basic construction and housing techniques is suitable for use by class X TKP students at SMK Negeri 1 Percut Sei Tuan.

Keyword : Media Development, Animated Videos, Canva Apps, and Basic Techniques of Construction and Housing Work

