ABSTRAK

Andi Harianto Sianturi: Pengembangan Media Pembelajaran Berbasis Kahoot Pada materi Sistem Pendingin dan Pelumas Pada KeIas Xl Teknik Bisnis Sepeda Motor di SMKS lmelda Medan. Skripsi. FakuItas Teknik Universitas Negeri Medan. 2024.

Penelitian ini dilatar belakangi rendahnya hasiI beIajar siswa kurangnya penggunaan media pembeIajaran pada saat proses pembeIajaran berIangsung. Adapun tujuan dari peneIitian ini yaitu mengembangkan media pembelajaran berbasis kahoot yang layak serta efektif digunakan dalam pembelajaran pemeIiharaan mesin sepeda motor.

Penelitian ini dilakukan di SMKS Imelda Medan pada semester genap 2023/2024 pada kelas XI TBSM 2 mata pelajaran sistem pelumas dan pendingin sepeda motor. Jenis peneIitian ini iaIah *Research and DeveIopment* dengan menggunakan modeI ADDIE (*AnaIysis, Desaign, DeveIopment, lmplementation, dan EvaIuation*).

Keseluruhan hasiI penilaian pengembangan media pembeIajaran sistem pendingin dan pelumas ditentukan oleh hasil uji coba yang diIakukan terhadap ahIi media, ahIi disain, ahIi materi, uji coba individu, uji coba keIompok keciI, dan ujii coba di Iapangan. hasiI vaIidasi media memperoIeh nilai indeks keIayakan sebesar 1,00 termasuk kategori “Sangat Layak”. HasiI vaIidasi ahIi desain memperoleh indeks keIayakan sebesar 0,94 termasuk kategori “Sangat Layak”, hasiI vaIidasi ahIi materi mendapatkan indeks kelayakan sebesar 0,96 termasuk kategori “Sangat Layak”, hasiI uji coba perorangan mendapatkan indeks kelayakan sebesar 0,87 termasuk kategori “Sangat Layak”, hasiI uji coba keIompok keciI mendapatkan indeks kelayakan sebesar 0,87 dengan kategori “Sangat Layak” dan hasiI penilaian uji coba lapangan diperoleh nilai indeks kelayakan sebesar 0,85 termasuk kategori “Sangat Layak”,.hasiI penelitian yang diperoIeh dalam menguji efektivitas media pembelajaran yang dibuat menunjukkan hasil nilai *pre-test* (test awal) dengan rata-rata sebesar 38,50 dan *Post-test* (tes akhir) mendapatkan rata-rata 85,45, terjadi peningkatan nilai sebesar 46,97. Perhitungan hasil tes dengan menggunakan N-Gain diperoIeh niIai sebesar 0,76 dengan kategori tinggi dan dengan presentasi sebesar 76,37 % dengan kategori efektif. Hal ini menunjukkan bahwa media vidio berbasis kahoot ini sangat Iayak digunakan sebagai media pembeIajaran serta efektif untuk meningkatkan hasiI beIajar siswa pada mata peIajaran pemeIiharaan mesin sepeda motor di keIas Xl TBSM SMKS Imelda Medan.

Kata Kunci: Media Pembelajaran Media, Kelayakan, Efektivitas

ABSTRACK

Andi Harianto Sianturi :Development of Kahoot-Based Learning Medias on Cooling and Lubrication Systems for Grade XI Motorcycle Business Engineering at SMKS Imelda Medan (Thesis). Faculty of Engineering, State Univercity Of Medan

This research is motivated by the low learning outcomes of students and the lack of use of learning media during the learning process. The aim of this research is to develop a suitable and effective Kahoot-based media learning media for use in teaching motorcycle engine maintenance.

The research was conducted at SMKS Imelda Medan during the even semester of the 2023/2024 school year in class XI TBSM 2 for the subjects of motorcycle lubrication and cooling systems. This type of research is Research and Development using the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation).

The overall assessment results of the development of the learning media for cooling and lubrication systems were determined by the results of trials conducted with media experts, design experts, material experts, individual trials, small group trials, and field trials. The media validation results obtained an eligibility index score of 1.00, categorized as "Very Eligible." The design expert validation results obtained an eligibility index score of 0.94, categorized as "Very Eligible," the material expert validation results obtained an eligibility index score of 0.96, categorized as "Very Eligible," the individual trial results obtained an eligibility index score of 0.87, categorized as "Very Eligible," the small group trial results obtained an eligibility index score of 0.87, categorized as "Very Eligible," and the field trial results obtained an eligibility index score of 0.85, categorized as "Very Eligible." The research results obtained in testing the effectiveness of the developed learning media showed a pre-test (initial test) average score of 38.50 and a post-test (final test) average score of 85.45, indicating an increase of 46.97 points. The test results calculation using N-Gain obtained a score of 0.76, categorized as high, with a percentage of 76.37%, categorized as effective. This indicates that the Kahoot-based media media is very suitable to be used as a learning media and effective in improving student learning outcomes in the subject of motorcycle engine maintenance in class XI TBSM at SMKS Imelda Medan.

Keywords: Media Learning Media, Feasibility, Effectiveness