

ABSTRAK

Mustofa : *Pengembangan Media Pembelajaran Interaktif Berbasis Project Based Learning Pada Pelajaran Pemrograman Dasar Kelas X SMK Swasta Sinar Husni 1 BM*. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2024

Kegiatan pembelajaran di SMK Swasta Sinar Husni 1 BM Khususnya kelas X RPL 2 tidak menggunakan multimedia interaktif dan penyampaian materi pembelajaran hanya melalui *power point* dan buku cetak yang di sediakan sekolah serta dalam pemberian materi selalu menggunakan metode ceramah. Berdasarkan hasil temuan pada saat observasi, diketahui bahwa para siswa kurang aktif dalam kegiatan pembelajaran dikelas. Hal ini disebabkan oleh kurang variatif dan inovatifnya media yang digunakan pendidik dalam kegiatan pembelajaran. Tujuan penelitian ini yaitu menghasilkan media pembelajaran berbasis *project based learning* menggunakan aplikasi *adobe flash*. Penelitian ini adalah penelitian pengembangan menggunakan model ADDIE dibuat dalam lima tahapan : (Analisis, Desain, Pengembangan, Implementasi, Dan Evaluasi). Hasil yang diperoleh dari uji kelayakan konten produk media pembelajaran interaktif berdasarkan validasi uji kelayakan materi memperoleh skor total 4,46 “sangat layak”, validasi uji kelayakan media memperoleh skor total 3,39 “layak” dan validasi uji akseptabilitas pengguna memperoleh skor total 4,31 “sangat layak”. Hasil perhitungan *pre-test* dan *post-test* di kelas X RPL 2, di peroleh nilai rata-rata *pre-tets* sebesar 61,39 dan *post-test* sebesar 90,83. Berdasarkan hasil nilai rata-rata *pre-test* dan *post-test* diperoleh *n-gain* nilai rata-rata secara keseluruhan 0.76 termasuk dalam kriteria Tinggi dan dapat dikatakan Efektif digunakan sebagai media pembelajaran interaktif.

Kata kunci: Multimedia Interaktif, *Project Based Learning*, SMK

ABSTRACT

Mustofa: *Development of Interactive Learning Media Based on Project Based Learning in Basic Programming Lessons Class X Sinar Husni 1 BM Private Vocational School. Thesis. Medan State University Faculty of Engineering. 2024*

Learning activities at Sinar Husni 1 BM Private Vocational School, especially class Based on the findings during observations, it was discovered that the students were less active in learning activities in class. This is caused by the lack of variety and innovation in the media used by educators in learning activities. The aim of this research is to produce learning media based on project based learning using the Adobe Flash application. This research is development research using the ADDIE model which was created in five stages: (Analysis, Design, Development, Implementation and Evaluation). The results obtained from the content feasibility test of interactive learning media products based on material feasibility test validation obtained a total score of 4.46 "very feasible", media feasibility test validation obtained a total score of 3.39 "decent" and user acceptability test validation obtained a total score of 4,31 "very worthy". The results of pre-test and post-test calculations in class X RPL 2, obtained an average pre-test score of 61.39 and post-test of 90.83. Based on the results of the average pre- test and post-test scores, the overall average n-gain score was 0.77, which is included in the High criteria and can be said to be effective for use as an interactive learning medium.

Keywords: *Interactive Multimedia, Project Based Learning, Vocational School*