

ABSTRAK

SISKA RIANA PURBA, NIM. 2193351001. Pengembangan Pembelajaran Media Tatakan Kayu Melalui Tutorial Berbasis Video Pada Siswa Kelas XI SMK Negeri 1 Perbaungan Tahun Ajaran 2023/2024. Skripsi. Program Studi Pendidikan Seni Rupa. Jurusan Seni Rupa. Fakultas Bahasa dan Seni. Universitas Negeri Medan. 2026.

Penelitian ini bertujuan: (1) untuk mengembangkan Pembelajaran Melukis Media Tatakan Kayu Melalui Tutorial Berbasis Video Pada siswa kelas XI SMK Negeri Perbaungan layak digunakan sebagai media pembelajaran. (2) untuk Mengembangkan Pembelajaran Melukis Media Tatakan Kayu Melalui Tutorial Berbasis Video Pada siswa kelas XI SMK Negeri Perbaungan yang efektif untuk meningkatkan kemampuan melukis siswa. Model dalam pengembangan ini mengacu pada model penelitian dan pengembangan 4-D (*four-D*) yang terdiri dari 4 tahapan, *Define, Design, Develop*, dan *Disseminate*. Subjek dari validator ahli materi, ahli media, ahli kegunaan, dan enam puluh tiga siswa. Teknik Pengumpulan data yang digunakan dalam penelitian adalah (1) Lembar Validasi, (2) Tes Melukis. Media Pengembangan Pembelajaran Melukis Tatakan Kayu melalui Tutorial berbasis Video secara keseluruhan dinyatakan dengan layak. Hal ini dibuktikan dengan hasil validasi oleh ahli materi sebesar 4,6 kategorikan valid, ahli media 4,6 dikategorikan valid, dan ahli kegunaan 4,8 dikategorikan valid. Keefektifan media tatakan kayu melalui tutorial berbasis video rata-rata sebesar 77, 04% dan rata-rata keefektifan pembelajaran menggunakan media kertas sebesar 70, 64%. Nilai keefektifan media pembelajaran melukis dengan tatakan kayu melalui tutorial berbasis video sangat layak digunakan dalam pembelajaran dan efektif untuk meningkatkan melukis siswa.

Kata kunci: Pengembangan Pembelajaran, Media Tatakan Kayu, Tutorial Berbasis Video



ABSTRACT

SISKA RIANA PURBA, NIM. 2193351001. *Development of Wooden Coaster Media Learning Through Video-Based Tutorials for Grade XI Students of SMK Negeri 1 Perbaungan in the 2023/2024 Academic Year.* Thesis. Fine Arts Education Study Program. Department of Fine Arts. Faculty of Languages and Arts. State University of Medan. 2026.

his study aims: (1) to develop Wood Base Painting Learning through Video-Based Tutorials for Grade XI students of SMK Negeri Perbaungan that is feasible to be used as a learning medium, and (2) to develop Wood Base Painting Learning through Video-Based Tutorials for Grade XI students of SMK Negeri Perbaungan that is effective in improving students' painting skills. The development model refers to the 4-D (four-D) research and development model, which consists of four stages: Define, Design, Develop, and Disseminate. The subjects involved included material experts, media experts, usability experts, and sixty-three students. The data collection techniques used in this study were (1) Validation Sheets, and (2) Painting Tests. Overall, the development of Wood Base Painting Learning through Video-Based Tutorials was declared feasible. This was evidenced by the validation results: material experts with a score of 4.6 categorized as valid, media experts with a score of 4.6 categorized as valid, and usability experts with a score of 4.8 categorized as valid. The effectiveness of wood base media through video-based tutorials reached an average of 77.04%, while the average effectiveness of learning using paper media was 70.64%. The effectiveness score indicates that wood base painting learning media through video-based tutorials is highly feasible to be used in learning and effective in improving students' painting skills.

Keywords: Learning development, wooden coaster media, video-based tutorials

