

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF VIDEO ANIMASI BERBASIS *ADOBE FLASH CS 6* PADA MATA PELAJARAN KONSTRUKSI DAN UTILITAS GEDUNG DI SMK N 1 SEYEGAN

Oleh:

Muchtar Agus Tri Windarta

NIM. 17505247003

ABSTRAK

Penelitian ini merupakan penelitian pengembangan yang bertujuan untuk menghasilkan media pembelajaran berbasis *Adobe Flash CS 6* pada mata pelajaran konstruksi dan utilitas gedung.

Penelitian pengembangan ini menggunakan metode penelitian *Research and development* metode penelitian model 4D Thiagarajan. Penelitian ini pada dasarnya dilakukan melalui empat tahapan utama, yaitu proses pendefinisian (*define*), proses perancangan (*design*), proses pengembangan (*develop*), dan proses penyebaran (*disseminate*). Penelitian ini hanya sampai pada tahap *develop* dan tidak sampai tahap *disseminate*. Penelitian ini menggunakan angket sebagai alat untuk menguji kelayakan media pembelajaran melalui validasi ahli materi, ahli media, guru dan siswa.

Hasil pengembangan didapatkan produk media pembelajaran berupa aplikasi media pembelajaran yang didalamnya terdapat video animasi. Aplikasi tersebut terdiri dari enam menu pilihan komponen di halaman utama, yaitu tujuan, materi, video, evaluasi, referensi dan profil. Setelah dilakukan proses validasi dari ahli materi pertama (dosen UNY), ahli materi kedua (guru), ahli media, dan siswa didapatkan hasil kelayakan media dari ahli materi pertama (dosen UNY) diperoleh nilai setelah dikonversikan sebesar 3,4 dengan kategori "sangat layak" dan ahli materi kedua (guru) diperoleh nilai setelah dikonversikan sebesar 3,73 dengan kategori "sangat layak". Kelayakan media pembelajaran berdasarkan ahli media diperoleh nilai setelah dikonversikan sebesar 3,73 dengan kategori "sangat layak". Kelayakan media pembelajaran berdasarkan siswa kelas XI TDPIB 1 sebanyak 28 orang diperoleh sebanyak 27 responden dengan persentase sebesar 96,42% masuk kategori "sangat layak".

Kata Kunci: Media Pembelajaran, *Adobe Flash CS 6*, Konstruksi dan Utilitas Gedung.

**DEVELOPMENT OF ANIMATION VIDEO INTERACTIVE LEARNING MEDIA
BASED ON ADOBE FLASH CS 6 OF BUILDING CONSTRUCTION AND
UTILITIES STUDY IN VOCATIONAL SCHOOL STATE BULIDING 1 SEYEGAN**

By:

Mughtar Agus Tri Windarta

NIM. 17505247003

ABSTRACT

This research is a development research that aims to produce learning media based on Adobe Flash CS 6 on construction subjects and building utilities.

This development research uses the Research and development research method of the Thiagarajan 4D model research. This research is basically carried out through four main stages, namely defining, designing, developing, and disseminate. This research only arrived at the develop stage and did not reach the disseminate stage. This study uses a questionnaire as a tool to test the feasibility of learning media through the validation of material experts, media experts, teachers and students.

The development results obtained by learning media products in the form of learning media applications in which there are animated videos. The application consists of six component selection menus on the main page, namely goals, material, videos, evaluations, references and profiles. After the validation process from the first material expert (UNY lecturer), the second material expert (teacher), media expert, and students were obtained the results of the media feasibility of the first material expert (UNY lecturer) the value after 3.4 was categorized as "very feasible "And the second material expert (teacher) obtained a value after conversion of 3.73 in the category" very feasible ". The feasibility of learning media based on media experts obtained a value after conversion of 3.73 in the category "very feasible". The feasibility of learning media based on students of class XI TDPIB 1 as many as 28 people was obtained by 27 respondents with a percentage of 96.42% in the category of "very feasible".

Keywords: Learning Media, Adobe Flash CS 6, Building Construction and Utilities.