

**PENGEMBANGAN TRAINER PEMBELAJARAN
(VOICE COMMAND ROBOTIC) ROBOT DENGAN PERINTAH SUARA**

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ABSTRAK

Penelitian ini bertujuan untuk memperoleh: 1) Pengembangan trainer pembelajaran voice command robotic untuk mahasiswa Program Studi Pendidikan Teknik Elektronika, dan 2) Kelayakan trainer pembelajaran voice command robotic untuk mahasiswa Program Studi Pendidikan Teknik Elektronika.

Penelitian ini merupakan penelitian pengembangan atau dikenal dengan *Research and Development (RnD)* dengan metode ADDIE yang merupakan singkatan dari *Analyze, Design, Development, Implement, dan Evaluate*. Subjek penelitian ini adalah mahasiswa program studi pendidikan teknik elektronika FT UNY. Data dikumpulkan menggunakan wawancara dan angket. Analisis data yang digunakan adalah analisis deskriptif kuantitatif. Media yang dikembangkan adalah sebuah robot dengan kontrol suara berbasis arduino UNO dengan menggunakan VR3.

Hasil penelitian diketahui bahwa pengembangan trainer pembelajaran dilakukan dengan metode ADDIE, yakni: *Analyze, Design, Development, Implement, dan Evaluate*. Penilaian oleh dosen ahli materi mendapatkan presentase sebesar 86% dengan predikat “sangat layak”. Penilaian oleh dosen ahli media mendapatkan presentase sebesar 81% dengan predikat “sangat layak”. Dengan hasil tersebut dapat disimpulkan media trainer yang dikembangkan dapat dikategorikan sangat layak sebagai media pembelajaran.

Kata Kunci: Trainer Pembelajaran, *Voice Command Robotic*.

LEARNING TRAINER DEVELOPMENT
VOICE COMMAND ROBOTIC

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ABSTRACT

The present study was aimed at examining: 1) the robotic command voice learning trainer development for the students of Electronics Engineering Education Program, and 2) the robotic command voice learning trainer advisability/feasibility for the students of Electronics Engineering Education Program.

The study employed Research and Development (RnD) research method applying ADDIE which stands for Analyze, Design, Development, Implement, and Evaluate. The subject for the study was the students of Electronics Engineering Education of the Faculty of Engineering, UNY. Data were collected by conducting an interview and administering a survey. The collected data were analyzed on the basis of quantitative descriptive analysis. The media being developed was a voice controlled robot on the basis of Arduino UNO by applying VR3.

The findings of the study revealed that the development of the learning trainer was conducted by using ADDIE (Analyze, Design, Development, Implement, and Evaluate) method. The assessment carried out by the material expert lecturer revealed the percentage of 86% and was categorized as "Feasible". The assessment carried by the media expert lecturer revealed the percentage of 81 % and was categorized as "feasible". It can be concluded that the trainer media which was developed was categorized as feasible to be used as a learning media.

Keywords: Learning Trainer, Robotic Voice Command