

# PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS VIDEO ANIMASI PENGUNAAN *TOTAL STATION* UNTUK PENGUKURAN *STAKE OUT* GEDUNG

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## ABSTRAK

Tujuan penelitian ini adalah: (1) Menghasilkan konsep media pembelajaran berbasis video animasi pengukuran *stake out* gedung; (2) Menghasilkan rancangan media pembelajaran berbasis video animasi pengukuran *stake out* gedung; (3) Memvalidasi media pembelajaran berbasis video animasi pengukuran *stake out* gedung; (4) Menyebarkan media pembelajaran berbasis video animasi pengukuran *stake out* gedung.

Penelitian ini termasuk dalam jenis penelitian pengembangan (R&D) yang mengacu pada model pengembangan 4D (*four-D*) oleh Thiagarajan, meliputi empat tahapan, yaitu: tahap pendefinisian (*define*), tahap perencanaan (*design*), tahap pengembangan (*develop*), dan tahap penyebaran (*disseminate*). Instrumen yang digunakan adalah instrumen non tes berupa angket dengan skala *likert* 4 pilihan jawaban. Angket tersebut digunakan dalam proses validasi ahli dan penilaian kelayakan oleh pengguna (mahasiswa). Data hasil angket dianalisis secara kuantitatif. Selanjutnya hasil analisis digunakan untuk revisi media pembelajaran yang dikembangkan.

Hasil penelitian dan pengembangan media pembelajaran memperoleh kesimpulan sebagai berikut: (1) diperoleh konsep media pembelajaran berbasis video animasi dengan materi pengukuran *stake out* gedung; (2) rancangan awal media terdiri dari lima menu utama; (3) berdasarkan penilaian ahli materi video pembelajaran masuk dalam kategori “sangat layak” dengan perolehan persentase 85.278% dari 5 aspek yang telah dinilai; berdasarkan penilaian ahli media video pembelajaran masuk dalam kategori “sangat layak” dengan perolehan persentase kelayakan 90.409% dari tiga aspek yang telah dinilai; berdasarkan penilaian pengguna (mahasiswa) video memperoleh persentase 81.306% kategori “sangat layak”; (4) penyebaran dilakukan dengan dua cara yaitu secara *offline* menggunakan *flashdisk* dan *online* melalui *youtube*.

Kata kunci: media pembelajaran, *total station*, *stake out*, penelitian R&D

# **DEVELOPMENT OF ANIMATION VIDEO-BASED LEARNING MEDIA OF TOTAL STATION USING FOR BUILDING STAKE OUT MEASUREMENT**

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## **ABSTRACT**

*This study aims to: (1) develop a concept of animation video-based learning media of total station using for building stake out measurement; (2) develop a design of animation video-based learning media of total station using for building stake out measurement; (3) validate animation video-based learning media of total station using for building stake out measurement; and (4) disseminate animation video-based learning media of total station using for building stake out measurement.*

*This study is a research and development referring to 4D model by Thiagarajan, covering four steps: define, design, develop and disseminate. Non test instrument with four scale answer selection was used. Questionnaires were used in expert validation process and feasibility assessment by users (students). The data were quantitatively analysed. Then, the analysis result was used to revise the produced learning media.*

*The result of this learning media research and development concludes: (1) a concept of animation video-based learning media of total station using for building stake out measurement was obtained; (2) an initial design of the media consists of five main menus; (3) based on the learning media assessment by the subject matter expert is categorized "very feasible" of percentage 85.278% for five assessed aspects; based on the media expert assessment is categorized "very feasible" of percentage 90.409% for three assessed aspects; and based on the users (students) the percentage is 81.306% categorized "very feasible"; (4) the dissemination uses two methods: offline with flash-disk and online via youtube.com.*

*Keyword: media learning, total station, stake out, R&D research*