

**PENGEMBANGAN MODUL PEMBELAJARAN PERAKITAN KOMPUTER
BERBASIS MULTIMEDIA INTERAKTIF PADA MATA PELAJARAN
KOMPUTER DAN JARINGAN DASAR UNTUK PESERTA DIDIK
KELAS X TEKNIK KOMPUTER DAN JARINGAN
SMK NEGERI 1 SEDAYU**

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mengembangkan modul pembelajaran Perakitan Komputer berbasis multimedia interaktif pada mata pelajaran Komputer dan jaringan Dasar untuk peserta didik kelas X Teknik Komputer dan Jaringan SMK Negeri 1 Sedayu, (2) mengetahui tingkat kelayakan modul pembelajaran Perakitan Komputer berbasis multimedia interaktif pada mata pelajaran Komputer dan Jaringan Dasar untuk peserta didik kelas X Teknik Komputer dan Jaringan SMK Negeri 1 Sedayu.

Penelitian ini menggunakan metode *Research and Development* mengacu pada model pengembangan Luther-Sutopo, dengan tahapan yakni, *concept, design, material collecting, assembly, testing, dan distribution*. Subjek penelitian meliputi ahli materi, ahli media, dan peserta didik kelas X Teknik Komputer dan Jaringan SMK Negeri 1 Sedayu. Instrumen penelitian yang digunakan adalah kuesioner. Sumber data yang dikumpulkan berupa data kuantitatif yang kemudian dianalisis menggunakan teknik deskriptif melalui teknik presentase.

Hasil penelitian ini adalah: (1) modul pembelajaran Perakitan Komputer berbasis multimedia interaktif pada mata pelajaran Komputer dan Jaringan Dasar untuk peserta didik kelas X Teknik Komputer dan Jaringan SMK Negeri 1 Sedayu, (2) kelayakan modul pembelajaran Perakitan Komputer berbasis multimedia interaktif berdasarkan ahli materi masuk dalam kategori sangat baik dengan rerata 3,40 dan presentase 85,00%. Berdasarkan ahli media masuk dalam kategori sangat baik dengan rerata 3,32 dan presentase 84,58%. Berdasarkan responden masuk dalam kategori sangat baik dengan rerata 3,48 dan presentase 86,53%. Jadi berdasarkan ahli materi, ahli media, dan responden maka modul pembelajaran Perakitan Komputer berbasis multimedia interaktif ini sangat layak digunakan untuk mendukung kegiatan pembelajaran peserta didik kelas X Teknik Komputer dan Jaringan SMK Negeri 1 Sedayu.

Kata kunci: modul pembelajaran, multimedia pembelajaran interaktif, perakitan komputer

**INSTRUCTIONAL MODULE OF COMPUTER ASSEMBLY DEVELOPMENT
WITH INTERACTIVE MULTIMEDIA
ON COMPUTER AND BASIC NETWORK SUBJECT
FOR COMPUTER AND NETWORK ENGINEERING STUDENTS GRADE X
IN VOCATIONAL HIGH SCHOOL 1 SEDAYU**

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ABSTRACT

This research aims to: (1) develop instructional module of Computer Assembly with interactive multimedia on Computer and Basic Network subject for Computer and Network Engineering students grade X in Vocational High School 1 Sedayu, (2) discover the feasibility level of instructional module of Computer Assembly with interactive multimedia on Computer and Basic Network subject for Computer and Network Engineering students grade X in Vocational High School 1 Sedayu.

This research using Research and Development methods refers to Luther-Sutopo's development model, with the phases, concept, design, material collecting, assembly, testing, and distribution. The subject of this research consist of material expert, media expert, and students grade X of Computer and Basic Network Engineering in Vocational High School 1 Sedayu. This research used questionnaire instrument. Collected sources of data are quantitative then analyzed using descriptive techniques through percentage techniques.

The result of this research are: (1) instructional module of Computer Assembly with interactive multimedia on Computer and Basic Network subject for Computer and Network Engineering students grade X in Vocational High School 1 Sedayu, (2) the feasibility level of instructional module of Computer Assembly with interactive multimedia according to material expert is categorized as very feasible with average 3.40 and percentage 85.00%. According to media expert is categorized as very feasible with average 3.32 and percentage 84.58%. According to respondents is categorized as very feasible with average 3.48 and percentage 86.53%. Summarizing from material expert, media expert, and respondents, therefore this instructional module of Computer Assembly with interactive multimedia is very feasible to support learning activity of Computer and Basic Network Engineering students grade X in Vocational High School 1 Sedayu.

Keywords: instructional module, interactive multimedia learning, computer assembly