

PENGEMBANGAN MEDIA PEMBELAJARAN VIDEO KOMPETENSI BUFFET MATA PELAJARAN TATA HIDANG

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ABSTRAK

Tujuan penelitian ini adalah: 1) mengetahui proses pengembangan media video pembelajaran kompetensi *Buffet* untuk mata pelajaran Tata Hidang; 2) mengetahui kelayakan pengembangan media video pembelajaran kompetensi *Buffet* untuk mata pelajaran Tata Hidang (ahli media, ahli materi, peserta didik).

Penelitian ini merupakan penelitian dan pengembangan atau *Research and Development* (R&D) dengan model pengembangan 4D (*Define, Design, Develop, dan Disseminate*). Penelitian ini dilaksanakan pada bulan Mei 2017 – Desember 2019. Subjek penelitian siswa kelas XII Jasa Boga SMK Negeri 3 Magelang jumlah 36 siswa. Teknik pengumpulan data dilakukan melalui literatur dan angket/ kuesioner. Validasi angket uji coba kelayakan dilakukan oleh 1 orang validator untuk validasi angket uji coba kelayakan oleh ahli materi, ahli media, dan peserta didik. Hasil validasi instrument ini setelah melalui revisi pada bagian aspek dan indikator, angket uji coba kelayakan dinyatakan layak digunakan untuk penelitian. Teknik analisis data penelitian ini adalah teknik analisis deskriptif kuantitatif.

Hasil penelitian ini adalah sebagai berikut: 1) Proses pengembangan tahap *define* guna untuk menentukan tujuan dilakukan dengan studi pustaka dan wawancara terhadap guru. Tahap *design* dengan merancang produk awal video pembelajaran. Tahap *develop* melakukan uji coba kelayakan media video pembelajaran kepada ahli media, ahli materi, dan peserta didik. Tahap *disseminate* dilakukan dengan cara menyebarluaskan dengan menggunakan media dalam pembelajaran serta diupload ke *YouTube channel* Boga UNY <https://www.youtube.com/watch?v=usOufM9O-v0>. 2) Hasil kelayakan menurut ahli media dikategorikan sangat layak dengan persentase 99%. Hasil kelayakan menurut 2 ahli materi dikategorikan sangat layak dengan persentase 97%. Kelayakan menurut peserta didik uji coba skala terbatas dikategorikan sangat layak dengan persentase 88%, dan menurut peserta didik dikategorikan sangat layak dengan persentase 93%. Dari hasil penilaian ini dapat disimpulkan bahwa pengembangan media video pembelajaran *Buffet* dinyatakan sangat layak dan dapat digunakan sebagai media pembelajaran tata hadang kompetensi *buffet*.

Kata Kunci: media pembelajaran video, *buffet*, tata hidang

DEVELOPMENT OF LEARNING VIDEO MEDIA BUFFET COMPETENCY FOR FOOD AND BEVERAGE SERVICE CLASS

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ABSTRACT

The purpose of this study is: 1) knowing the process of developing Buffet competency learning video media for food and beverage service class; 2) knowing the feasibility of developing Buffet competency learning video media for food and beverage service class (media experts, material experts, student).

This research is a Research and Development (R&D) with the 4D (Define, Design, Develop, Dessiminate). This research was conducted in May 2017 – December 2019. The subjects of this study are students of culinary SMK Negeri 3 Magelang in grade XII with a total of 36 students. Data is collected through literature and questionnaire. The validation of the feasibility trial questionnaire was conducted by 1 validator for the validation of the feasibility trial questionnaire by material experts, media experts, and student. The results of the validation of this instrument after going through revisions in the aspects and indicators section, the feasibility trial questionnaire was declared eligible to be used for research. The data analysis technique of this research in quantitative descriptive analysis technique.

The result of this study are: 1) The process of developing the define phase in order to determine goals is carried out with literature study and interviews with teachers. Design phase by designing the initial product of the learning video. The develop phase tested the feasibility of instructional video media to media experts, material experts, and student. Disseminate phase is done by disseminating using the media in learning and uploaded to the youtube channel Boga UNY <https://www.youtube.com/watch?v=usOufM9O-v0>. 2) The feasibility of learning video media from media experts is categorized as very feasible to get result a percentage of 99%. The result of the validation by the material experts are categorized as very feasible to get result a percentage of 97%. In the limited scala trial, to get result a percentage of 88%, and according to the feasibility test on students categorized as very feasible to get result a percentage of 93%. From the result of the assessment it can be concluded that the development of Buffet learning video media is stated to be very feasible and can be used as a learning medi food and beverage service class for buffet competency.

Keywords: learning media, video media, buffet, food and beverage