

**PENGEMBANGAN MEDIA PEMBELAJARAN VIDEO INTERAKTIF
PENGOLAHAN SANDWICH UNTUK MATA PELAJARAN PENGOLAHAN DAN
PENYAJIAN MAKANAN
KONTINENTAL DI SMK**

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mengembangkan media pembelajaran video interaktif materi Pengolahan *Sandwich* untuk mata pelajaran Pengolahan Makanan Kontinental di SMK berbasis *software Adobe Flash Professional CS6*, (2) menilai kelayakan media pembelajaran video interaktif materi Pengolahan *Sandwich* untuk mata pelajaran Pengolahan Dan Penyajian Makanan Kontinental di SMK berbasis *software Adobe Flash Professional CS6*.

Jenis penelitian pengembangan atau *research and development* (R&D) dengan model 4D (*Define, Design, Develop, and Disseminate*). Penelitian ini dilaksanakan pada bulan Januari-April 2019 di SMK N 4 Yogyakarta. Subjek sejumlah 15 siswa XII Jasa Boga untuk skala terbatas dan 32 siswa kelas X Kuliner 6 untuk skala besar. Teknik pengumpulan data pada penelitian ini menggunakan angket dan wawancara. Teknik analisis data menggunakan analisis deskriptif kuantitatif.

Hasil penelitian menunjukkan bahwa: (1) Pengembangan video interaktif Pengolahan *Sandwich* melalui tahap 4D: Tahap *define* untuk menetapkan dan mendefinisikan syarat-syarat pengembangan dengan melakukan analisis kebutuhan. Tahap *design* dengan melakukan perancangan isi dan tampilan media pembelajaran hingga pada tahap pembuatan media. Tahap *develop* untuk mengetahui penilaian kelayakan berdasarkan ahli materi, ahli media, uji coba terbatas 15 siswa dan uji coba secara luas 32 siswa. Tahap *disseminate* dengan debirikan kepingan CD/DVD kepada guru dan upload ke chanel *youtube* Pendidikan FT UNY dengan link <https://youtu.be/Kn7OxCqCgk>. (2) Hasil validasi ahli materi 86% dikategorikan sangat layak, ahli media 92% dikategorikan sangat layak, uji kelayakan terbatas 85% dikategorikan sangat layak dan uji kelayakan skala besar 86% dikategorikan sangat layak. Berdasarkan uji kelayakan tersebut, maka dapat disimpulkan bahwa video interaktif pengolahan *Sandwich* untuk mata pelajaran Pengolahan dan Penyajian Makanan Kontinental sangat layak digunakan sebagai media pembelajaran

Kata kunci: Media Pembelajaran, Video Interaktif, *Sandwich*

**DEVELOPMENT OF INTERACTIVE PROCESSING FOR SANDWICH VIDEO
LEARNING MEDIA ON CONTINENTAL FOOD PROCESSING AND
PRESENTATION AT VOCATIONAL SCHOOL**

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ABSTRACT

This development research aims to: (1) develop interactive video learning media material Sandwich Processing for Continental Dish Processing subjects in SMK based on Adobe Flash Professional CS6 software, (2) assess the feasibility of interactive video learning media for Processing Sandwich Materials Subjects of Processing and Presentation of Continental Foods at Vocational School based on Adobe Flash Professional CS6 software.

This research is a type of research and development (R & D) with a 4D model (Define, Design, Develop, and Disseminate). This research was conducted in January-April at SMK N 4 Yogyakarta. The subjects of this study were class XII Catering with a total of 15 students and X Culinary 6 with 32 students. Data collection techniques in this study use; (1) observation, (2) interviews and (3) questionnaires. Data analysis techniques were carried out using quantitative descriptive analysis.

The results of the study showed that: (1) Development of an interactive video Processing Sandwich for subjects of Processing and Serving Continental Foods at Yogyakarta N 4 Vocational School through the 4D stage (Define, Design, Develop and Disseminate). Define phase to determine goals by conducting document studies and interviews. Design phase by designing content and displaying learning media up to the stage of making media. The develop phase to find out the feasibility assessment based on material experts, media experts, and trials of 32 students. The stage disseminate with the form of CD / DVD for teachers and upload it to the FT Education YouTube channel with the link <https://youtu.be/Kn7OxCqCgk>. (2) The results of the validation by material experts in an average value of 86% (very feasible), media experts in an average value of 92% (very feasible), limited trials with an average score of 85% (very feasible) and large scale feasibility tests with an average score of 86% (very feasible). Based on the feasibility test, it can be concluded that the interactive video learning media for Processing Sandwich Materials Subjects of Processing and Presentation of Continental Foods is very feasible to be used as a learning media.

Keywords: Learning Media, Interactive Video, Sandwich