

## **ABSTRACT**

### ***Development Of Media Web Based Learning On Computer Assembly subject at the first year students of TKJ SMK Adzkie Padang***

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*The use of media in the process of learning activities has not been able to help teachers to explain the subject matter. Media that only uses powerpoint, whiteboard and textbooks that are not feasible to use. This thing is not yet delivered optimally, then of course the students' motivation and understanding of the material. optimally and the lack of motivation and understanding students to matter. Therefore, the media need to be developed so that the material is delivered thoroughly and the students' learning result is in accordance with the expectation, so the purpose of this research are: (1) Developing web based learning media. (2) To know the feasibility of web based learning media through validity test, practicality test, and effectiveness test.*

*The type of this development research is Research and Development with development model 4D (four-D): (1) Define (defining) to determine and specify development needs (2) Design (draft) Select the media, design and create media. (3) · Develop (development) do validity test, praktikalitas, and effectiveness. The validity of the done by 6 the validators, praktikalitas done by 2 teachers, and effectiveness seen from the test results of the pretest and posttest learning. (4) Disseminate (spread) by entering the web based learning media on one of the web hosting on the internet.*

*This development research is to produce a web based learning media that has been through some of the various stakeholders tests, namely: (1) validity test, the results obtained by 0,83 (aspects of software engineering), 0.92 (aspects of visual communication), and boosted (aspects of learning) with valid category. (2), praktikalitas tests based on the response of the teachers obtained the value of the precentage of 88,92% and the response of the students obtained the value of the percentage of 84,31% with practical category. (3) Test the effectiveness of the test results obtained by classical has reached 85 percent above KKM and the results of the data analysis paired t tests showed an improvement between pretest and posttest of 2,330. This proves the web based learning effective media to be implemented as a learning media.*

## ABSTRAK

### **Pengembangan Media *Web Based Learning* Pada Mata Pelajaran Perakitan Komputer Kelas X TKJ SMK Adzkie Padang**

**Yogi Irdes Putra**

Penggunaan media pada proses kegiatan belajar belum mampu membantu guru untuk menjelaskan materi pelajaran. Media yang digunakan hanya *powerpoint*, papan tulis dan buku teks yang sudah tidak layak digunakan. Hal ini menyebabkan materi belum tersampaikan secara optimal, kemudian kurangnya motivasi serta pemahaman siswa terhadap materi. Untuk itu perlu media dikembangkan agar materi tersampaikan secara tuntas dan hasil belajar siswa sesuai dengan harapan, maka tujuan penelitian ini adalah: (1) Mengembangkan media *web based learning*. (2) Mengetahui kelayakan media *web based learning* melalui uji validitas, uji praktikalitas, dan uji efektifitas.

Jenis penelitian pengembangan ini adalah *Research and Development* dengan model pengembangan 4D (*four-D*), yaitu: (1) *Define* (pendefinisian) untuk menentukan dan menetapkan kebutuhan pengembangan. (2) *Design* (rancangan) memilih media, merancang dan membuat media. (3) *Develop* (pengembangan) melakukan uji validitas, praktikalitas, dan efektifitas. Validitas dilakukan oleh 6 orang validator, praktikalitas dilakukan oleh 2 orang guru, dan efektifitas dilihat dari tes hasil belajar *pretest* dan *posttest*. (4) *Disseminate* (penyebaran) dengan memasukkan media *web based learning* pada salah satu *webhosting* di internet.

Penelitian pengembangan ini adalah menghasilkan media *web based learning* yang sudah melalui beberapa uji pengembangan, yaitu: (1) Uji validitas, hasil yang diperoleh sebesar 0,83 (aspek rekayasa perangkat lunak), 0,92 (aspek komunikasi visual), dan 0,88 (aspek pembelajaran) dengan kategori valid. (2) Uji praktikalitas, berdasarkan respon guru diperoleh nilai presentase sebesar 88,92% dan respon siswa diperoleh nilai persentase sebesar 84,31% dengan kategori praktis. (3) Uji efektifitas, hasil tes yang diperoleh secara klasikal sudah mencapai 85% diatas KKM dan hasil analisis data uji t berpasangan menunjukkan peningkatan antara *pretest* dan *posttest* sebesar 2,330. Berdasarkan hasil uji yang diperoleh, dapat disimpulkan bahwa media *web based learning* merupakan media yang valid, praktis, dan efektif. Media *web based learning* dapat digunakan sebagai media pembelajaran, yang diharapkan dapat memberikan peningkatan hasil belajar siswa.