

ABSTRACT

THE DEVELOPMENT OF INTERACTIVE LEARNING MEDIA FOR BASIC NETWORK STUDENTS XI TKJ STUDENTS AT SMK 3 OF BENGKULU CITY

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Interactive learning media, which is often also called learning by utilizing ICT devices, has not been widely utilized at SMKN 3 of Bengkulu City. Based on observations of teachers in carrying out teaching in Basic Network subject at SMKN 3 of Bengkulu City, it appears that there has not been a significant increase in student learning outcomes in Basic Skill Competency subject of TKJ, which is below 60% with a class completeness of 53.50. This is due to: 1) teachers still use blackboard media in learning, 2) teachers do not have and utilize interactive media in learning, 3) teachers have difficulty integrating ICT in learning and 4) low student learning outcomes. The approach method used in the research is to use the ADDIE model development method. The results of the research on the development of interactive learning media for basic networks for class XI TKJ 1 students at SMKN 3 of Bengkulu City based on the validation of material experts obtained an average score with the criteria "Very Feasible" and the results of material validation obtained an average score with the criteria "Very Feasible". The development stage in this study uses the ADDIE development model with the development of interactive learning media on basic network material has met the eligibility criteria and by obtaining an average score from all aspects of the media expert validator assessment of 3.52 which is in the "Very Feasible" category, and the material expert validator is 3.58 which is in the "Very Feasible" category. Based on these results, it can be concluded that the learning video developed in the basic vocational subjects of TJKT at SMKN 3 of Bengkulu City is included in the Very Feasible category.

Keywords: *Interactive Learning Media, Basic Network, ADDIE, Adobe Animated CC*

