

ABSTRAK

Penelitian pengembangan bertujuan untuk mengembangkan produk pengembangan media pembelajaran *trainer notebook* “keramik” (kerangka mini komputer) dalam bidang pendidikan secara efektif dan efisien. Penggunaan media pembelajaran ini tidak hanya menampilkan perangkat namun terdapat video perakitan yang dapat dipelajari. Penelitian pengembangan ini berpedoman model pengembangan ADDIE (Analisis, Desain, Development, Implementasi, dan Evaluasi). Kelayakan dari media pembelajaran ini ditinjau dari dua aspek yaitu aspek materi dan aspek media. Uji coba dalam penelitian ini ada tiga tahapan yaitu perorangan (3 Orang), kelompok kecil (8 Orang), dan kelompok besar (20 Orang). Instrumen yang digunakan untuk mengumpulkan data yaitu menggunakan angket. Hasil analisis menunjukkan bahwa kualitas media yang dihasilkan adalah sebagai berikut: dari uji kelayakan siswa terhadap aspek afektivitas media mendapat persentase 86.74%, aspek efisiensi memperoleh persentase 83.88%, dan untuk aspek daya tarik memperoleh persentase 88.77%. Rata-rata hasil kualifikasi dari tiga aspek media pembelajaran menurut ahli media memperoleh persentase total 89.09%, sedangkan menurut ahli materi memperoleh persentase total 92%, dan hasil uji coba perorangan memperoleh 88%, dan hasil ujicoba kelompok kecil memperoleh 89%, dan hasil ujicoba kelompok besar memperoleh 85.30%, dengan demikian dapat disimpulkan bahwa media pembelajaran *trainer notebook* “keramik” layak digunakan dalam pembelajaran.

Kata kunci : Media Pembelajaran, *Trainer Notebook* “Keramik”, *Merakit Notebook*

ABSTRACT

Development research aims to develop "keramik" (mini computer framework) notebook development media learning products in the education field effectively and efficiently. The use of this learning media does not only display the device but there is a video assembly that can be learned. This development research was guided by the ADDIE development model (Analysis, Design, Development, Implementation, and Evaluation). The feasibility of learning media is viewed from two aspects, namely the material aspect and the media aspect. The trials in this study have three stages, namely individuals (3 people), small groups (8 people), and large groups (20 people). The instrument used to collect data is using a questionnaire. The results of the analysis show that the quality of the media produced is as follows: from the student's feasibility test to the media affective aspects it gets a percentage of 86.74%, the efficiency aspect gets a percentage of 83.88%, and for the attraction aspect gets a percentage of 88.77%. The average qualification results from the three aspects of learning media according to media experts obtained a total percentage of 89.09%, whereas according to material experts obtained a total percentage of 92%, and the results of individual trials obtained 88%, and the results of small group trials obtained 89%, and results large group trials received 85.30%, thus it can be concluded that the "ceramics" notebook trainer learning media is suitable for use in learning.

Keywords: *Learning Media, "keramik" Notebook Trainer, Assembling Notebook*