

Dewi Nor Afifah. 2023. Pengembangan Media Pembelajaran Modul Pada Pembelajaran Perakitan Komputer Kelas X Di Smk Al-Basthi. Skripsi, Program Studi Pendidikan Infromatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Prita Dellia, S.Kom., M.Kom.

## **ABSTRAK**

Berdasarkan hasil wawancara di SMK Al- Basthi kepada guru pengajar materi perakitan komputer bahwasannya siswa merasakan bosan saat kegiatan belajar mengajar dan media pembelajarannya hanya menggunakan buku paket. Penelitian ini bertujuan untuk mengembangkan dan mengetahui kelayakan modul pembelajaran perakitan komputer khusus kelas X SMK Al-Basthi. Modul ini dikembangkan untuk memudahkan siswa dalam memahami materi yang dipelajari. Metode penelitian yang digunakan pada penelitian ini adalah *Research and Development* (R&D) dengan menggunakan model pengembangan penelitian ADDIE (*Analysis, Design, Development, Implementation, dan Evaluation*). Berdasarkan penelitian yang telah dilakukan, diperoleh nilai kelayakan pada modul. Nilai kelayakan dari ahli media mendapatkan hasil yang sangat baik dengan skor 95%, untuk kelayakan dari ahli materi juga mendapatkan hasil yang baik dengan skor 81% , terakhir pengujian terhadap peserta didik ada dua uji coba yaitu uji coba kelompok kecil dan uji coba kelompok besar. Untuk uji coba kelompok kecil memperoleh skor 92%, sedangkan untuk uji coba kelompok besar memperoleh skor 86%. Maka berdasarkan hasil persentase memperoleh kualifikasi tinggi, modul pembelajaran perakitan komputer dinyatakan sangat baik digunakan.

**Kata Kunci: Modul, Media Pembelajaran, ADDIE, Perakitan komputer.**

*Dewi Nor Afifah. 2023. Development of Module Learning Media in Class X Computer Assembling Learning at Al-Basthi Vocational High School. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University, Madura. Advisor : Prita Dellia, S.Kom., M.Kom.*

## **ABSTRACT**

*Based on the results of interviews at Al-Basthi Vocational School to teachers teaching computer assembly material that students feel bored during teaching and learning activities and the learning media only use textbooks. This study aims to develop and determine the feasibility of a special computer assembly learning module for class X SMK Al-Basthi. This module was developed to make it easier for students to understand the material being studied. The research method used in this research is Research and Development (R&D) using the ADDIE research development model (Analysis, Design, Development, Implementation, and Evaluation). Based on the research that has been done, the feasibility value of the module is obtained. The feasibility value of media experts got very good results with a score of 95%, for the feasibility of material experts also got good results with a score of 81%. Finally, there were two trials on students, namely small group trials and large group trials. For the small group trial, a score of 92% was obtained, while for the large group trial, a score of 86% was obtained. So based on the results of the percentage of obtaining high qualifications, the computer assembly learning module was stated to be very well used.*

**Keywords: Module, Learning Media, ADDIE, Computer assembly.**