

Muzakki. 2026. Pengembangan media pembelajaran berbasis web pada materi html dasar bagi siswa smk jurusan perhotelan. Skripsi, Program Studi Pendidikan Informatika. Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing Luluk Mauli Diana, M.Pd.

ABSTRAK

Penelitian ini didasari oleh masalah di SMKN 1 Sepuluh, khususnya di Jurusan Perhotelan. Siswa kurang bersemangat belajar *coding* HTML karena materi yang ada dianggap rumit dan tidak sesuai dengan dunia kerja perhotelan. Selain itu, belum ada media belajar praktis yang bisa mengoreksi kesalahan ketik kode secara langsung lewat HP. Untuk mengatasi masalah tersebut, penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis web, menguji kelayakannya, serta melihat bagaimana respons dari siswa. Media ini dirancang khusus dengan contoh-contoh kasus di bidang perhotelan dan dilengkapi fitur *live coding* agar siswa bisa langsung praktik tanpa perlu menginstal aplikasi tambahan.

Evaluasi kualitas berdasarkan standar ISO 25010 menunjukkan hasil yang sangat baik: kelayakan aspek materi sebesar 87,8% (Sangat Valid), aspek *functional suitability* mencapai 100% (Sangat Baik), aspek *usability* kelompok besar sebesar 87,3% (Sangat Baik), dan *performance efficiency* lewat Google PageSpeed Insights memperoleh skor 98 (Sangat Puas). Dapat disimpulkan bahwa media ini sangat layak, efektif, dan terbukti nyata mampu meningkatkan semangat serta kemandirian belajar siswa.

Kata Kunci: Media Pembelajaran Berbasis Web, HTML Dasar, Perhotelan, *Live Coding*, ISO 25010.

Muzakki. 2026. Development of Web-Based Learning Materials on Basic HTML for Vocational High School Students Majoring in Hospitality. Thesis, Informatics Education Program. Faculty of Teacher Education and Educational Sciences, Trunodjoyo University of Madura. Advisor: Luluk Mauli Diana, M.Pd.

ABSTRACT

This study was motivated by issues at SMKN 1 Sepuluh, specifically in the Hospitality Department. Students lack enthusiasm for learning HTML coding because the existing material is considered complex and irrelevant to the hospitality industry. Furthermore, there is currently no practical learning tool that can correct coding typos directly on a smartphone. To address these issues, this study aims to develop a web-based learning tool, test its feasibility, and assess student responses. This tool is specifically designed with case studies from the hospitality industry and features live coding, allowing students to practice immediately without needing to install additional apps.

A quality evaluation based on the ISO 25010 standard yielded excellent results: content validity scored 87.8% (Highly Valid), functional suitability reached 100% (Excellent), usability for large groups scored 87.3% (Excellent), and performance efficiency via Google PageSpeed Insights achieved a score of 98 (Very Satisfactory). It can be concluded that this learning medium is highly suitable, effective, and has been proven to enhance students' enthusiasm and independence in learning.

Keywords: Web-Based Learning Media, Basic HTML, Hospitality, Live Coding, ISO 25010.