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ABSTRAK

Pembelajaran Pemrograman Dasar di SMK masih menghadapi kendala, seperti kesulitan peserta didik dalam memahami konsep dasar pemrograman serta terbatasnya media pembelajaran yang mendukung pembelajaran mandiri. Oleh karena itu, penelitian ini bertujuan mengembangkan media pembelajaran berbasis web pada materi Pemrograman Dasar di SMK Semen Gresik serta mengetahui tingkat kelayakannya. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang meliputi tahap *Analysis, Design, Development, Implementation*, dan *Evaluation*. Subjek penelitian terdiri atas ahli materi, ahli media, dan peserta didik kelas X Rekayasa Perangkat Lunak (RPL) SMK Semen Gresik. Data dikumpulkan melalui observasi, wawancara, dan angket. Produk yang dihasilkan berupa media pembelajaran berbasis web bernama BELPADA. Hasil penelitian menunjukkan bahwa validasi ahli materi memperoleh persentase 90,50% (sangat valid), validasi ahli media 80,00% (valid), sedangkan uji kelompok kecil dan kelompok besar masing-masing memperoleh persentase 92,60% dan 90,27% dengan kategori sangat positif. Berdasarkan hasil tersebut, media pembelajaran berbasis web BELPADA dinyatakan layak digunakan sebagai pendukung pembelajaran Pemrograman Dasar di SMK Semen Gresik.

Kata kunci: *Media Pembelajaran Berbasis Web, Pemrograman Dasar, ADDIE.*

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ABSTRACT

Basic Programming learning in vocational high schools still faces several challenges, including students' difficulties in understanding fundamental programming concepts and the limited availability of learning media that support independent learning. Therefore, this study aimed to develop a web-based learning media for Basic Programming at SMK Semen Gresik and to determine its feasibility. This study employed the Research and Development (R&D) method using the ADDIE model, which consists of the Analysis, Design, Development, Implementation, and Evaluation stages. The research subjects included material experts, media experts, and tenth-grade students of the Software Engineering (RPL) program at SMK Semen Gresik. Data were collected through observations, interviews, and questionnaires. The product developed was a web-based learning media named BELPADA (Belajar Pemrograman Dasar). The results showed that the material expert validation achieved 90.50% (very valid), the media expert validation achieved 80.00% (valid), while the small-group and large-group trials obtained 92.60% and 90.27%, respectively, both categorized as very positive. Based on these findings, the BELPADA web-based learning media is considered feasible to support Basic Programming learning at SMK Semen Gresik.

Keywords: *Web-Based Learning Media, Basic Programming, ADDIE.*