

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF MATA KULIAH INSTALASI LISTRIK

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Abstract

The research was to yield a prototype of interactive video learning media needed in practicing learning on Electrical Instalation subject in Study Program of Electro Engineering.

The research used research and development (R&D) approach on technological field. the media product modeling consisted of two parts; there were material substantial modeling and interactive video program modeling. Material substantial modeling and media production included steps of selecting material, completing specific purpose of planning program, selecting and organizing program content, completing storyboard, testing the storyboard, testing the storyboard with colleagues and students, revising based on comments and result of testing storyboard, writing detailed script based on the completed storyboard, testing and revising the script, preparing production, managing and editing picture taken. Process of program compilation included steps of defining problem, designing algorithm, making program code, testing and finding types of mistakes to be fixed (test and debugging), implementing program and training users.

The result of the research was software of interactive video that had tested and revised according to the steps explained above. Based on sub-material of competency, appearance of each pages, pictures/video, and audio, it gave a conclusion that interactive video learning media, as a learning media for Electrical Instalation subject on Electrical Engineering Study Program was reasonable to use; it was obtained average score based on performance and material scope as 78,86%.

Kata Kunci: instalasi listrik, media pembelajaran