PENGEMBANGAN VIDEO MEDIA PEMBELAJARAN MATA KULIAH PERANCANGAN JARINGAN KOMPUTER PROGRAM STUDI PENDIDIKAN INFORMATIKA UNIVERSITAS NEGERI JAKARTA

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ABSTRAK

Penelitian dilakukan dengan tujuan mengembangkan video media pembelajaran pada Mata Kuliah Perancangan Jaringan Komputer di Universitas Negeri Jakarta. Video media pembelajaran dibuat untuk memudahkan kegiatan belajar mengajar bagi dosen dan mahasiswa. Video media pembelajaran ini menggunakan video *motion graphic* sehingga menjadi video yang menarik. Penelitian dilakukan di Program Studi Pendidikan Informatika Universitas Negeri Jakarta dari bulan September 2018 sampai Desember 2018. Metode penelitian yang digunakan dalam penelitian ini adalah metode penelitian dan pengembangan (Research & Development). Secara keseluruhan terdapat 3 tahap utama pada proses penelitian dan pengembangan ini, yakni (1) penelitian awal; (2) pengembangan produk; dan (3) pengujian serta revisi produk. Penelitian awal dilakukan guna mengidentifikasi permasalahan dan mencari solusi dalam menyelesaikan permasalahan tersebut. Proses pengujian produk dilakukan dengan ahli media, ahli materi dan mahasiswa sebagai pengguna. Proses pengumpulan data dilakukan dengan memanfaatkan kuesioner yang kemudian dianalisis dengan teknik deskriptif kuantitatif. Berdasarkan penelitian yang telah dilakukan, hasil pengujian oleh ahli materi menunjukkan bahwa produk mendapat nilai 90,76% , hasil pengujian oleh ahli media mendapat nilai 85,71%, pada uji coba kelompok kecil mendapat nilai 84% dan uji coba kelompok besar mendapat nilai 86,17%. Berdasarkan hasil pengujian produk, video media pembelajaran yang telah dikembangkan dapat dinyatakan layak untuk digunakan pada Program Studi Pendidikan Informatika, Jurusan Teknik Elektro Universitas Negeri Jakarta.

Kata kunci: Video, Media Pembelajaran, Penomoran IP, Perancangan Jaringan Komputer

DEVELOPMENT OF LEARNING MEDIA VIDEO IN COMPUTER NETWORK DESIGN COURSES STUDY PROGRAM EDUCATION OF INFORMATICS AT STATE UNIVERSITY OF JAKARTA

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ABSTRACT

The research was conducted with the aim of developing instructional media videos in Computer Network Design Courses at the State University of Jakarta. Learning media videos are made to facilitate teaching and learning activities for lecturers and students. This learning media video uses motion graphic videos so that it becomes an interesting video. The research was conducted at the Study Program Education of Informatics, State University of Jakarta from September 2018 to December 2018. The method used in this research is a research and development or R & D. Overall, there are three main stages in the research and development process, namely (1) a preliminary study; (2) product development; and (3) testing and revision of the product.. Early research was conducted to identify problems and find solutions to solve these problems. The product testing process is carried out by media experts, material experts and students as users. The process of data collection is done by using a questionnaire which is then analyzed by quantitative descriptive techniques. Based on the research that has been done, the results of testing by material experts show that the product scored 90,76%, the results of testing by media experts scored 85,71%, in the small group trial the score was 84% and the trial of the large group scored 86,17%. Based on the results of product testing, learning media videos that have been developed can be declared feasible for use in the Study Program Education of Informatics, Department of Electrical Engineering, State University of Jakarta.

Keywords: *Video, Learning Media, IP Numbering, Computer Network Designing*