

**PENGEMBANGAN VIDEO TENTANG PEKERJAAN BIDANG KOMPUTER
DALAM LAYANAN BIMBINGAN KLASIKAL DI SMKN 1 CIBINONG
(2019)**

ABSTRAK

Penelitian ini bertujuan untuk menghasilkan media pembelajaran berupa video yang memuat informasi mengenai pekerjaan bidang komputer yang ditujukan untuk peserta didik kelas XI jurusan komputer di SMKN 1 Cibinong. Jumlah populasi pada penelitian ini sebanyak 284 peserta didik. Sedangkan sampel pada penelitian ini sebanyak 109 peserta didik. Teknik pengambilan sampel yang digunakan peneliti yaitu *accidental sampling*. Metode penelitian yang digunakan peneliti yaitu metode *research and development* (R&D) dengan menggunakan model ADDIE (*Analyze, Design, Development, Implementation, dan Evaluation*). Adapun tahapan pengembangan yang dilakukan peneliti yaitu tahap analisis, desain, dan pengembangan. Penilaian media dilakukan oleh validator yang terdiri dari ahli media, ahli materi, dan kelompok kecil peserta didik. Berdasarkan penilaian media yang telah dilakukan, diperoleh hasil uji validitas media 83,33% (layak). Uji validitas materi memperoleh hasil 76,92% (layak). Serta penilaian kelompok kecil peserta didik memperoleh hasil 80% (layak). Video ini terdiri dari tiga bagian video. Masing-masing video memuat informasi mengenai deskripsi, tugas-tugas, pengetahuan dan keterampilan, pendapatan, serta pendidikan minimal pekerjaan *programmer, technical support, dan pengembang website*.

Kata Kunci : Pengembangan, *research and development*, Model ADDIE, Video, Pekerjaan, Komputer

**DEVELOPMENT OF VIDEO ABOUT COMPUTER OCCUPATION IN
CLASSICAL GUIDANCE SERVICE AT SMKN 1 CIBINONG
(2019)**

ABSTRACT

This research aims to produce video learning media which contain information about computer occupation. This media for grade XI majoring in computer at SMKN 1 Cibinong. The population of research was 284 students. While the sample of this research was 109 students. Technique sampling that used by researcher in this research was accidental sampling technique. The research method that used was Research and Development (R&D) method using the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. The stage of development model are analyze, design, and development. Media was judgement by media expert validator, material expert validator, and student. based on these data showed the result of media expert validation reach 83,33% (feasible), material expert validation reach 76,92% (feasible), and the trial of students reach 80% (feasible). The video was consist of three parts video. Each of these video was consist of information about description, tasks, knowledge and skills, income, and minimal education of programmer, technical support, and website developer.

Keywords : *development, research and development, ADDIE model, video, occupation, computer*