

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS  
AUTOPLAY MEDIA STUDIO 8 PADA MATERI SISTEM PENGAPIAN  
ELEKTRONIK**

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**ABSTRAK**

Tujuan penelitian ini adalah mengembangkan bahan ajar interaktif berbasis media permainan mobil studio 8 materi sistem pengapian elektronik dan menguji kelayakan dan kepraktisan lingkungan belajar interaktif tersebut. Penelitian ini termasuk dalam jenis penelitian dan pengembangan (R&D) dengan menggunakan model pengembangan 4D (Four D). Kuesioner dari ahli materi, ahli media dan percobaan lapangan digunakan sebagai alat pengumpulan data. Subjek uji coba lapangan adalah siswa SMK Negeri 1 Brondong. Tingkat kualifikasi diperoleh berdasarkan evaluasi ahli media, ahli materi, dengan persentase skor (1) ahli materi 91,5%, (2) ahli media 92 persen. Tingkat kepraktisan berdasarkan tes kelompok dan pada kelompok besar persentase (1) Tes kelompok kecil mendapatkan 88%, (2) Tes kelompok besar 86,5%. Berdasarkan hasil uji validasi dapat disimpulkan bahwa sumber daya ini sangat bermanfaat dan praktis untuk digunakan berdasarkan jawaban responden sehingga dapat digunakan sebagai media pembelajaran interaktif berbasis media studio 8 sistem pengapian elektronik bahan yang cocok untuk digunakan sebagai alat pengajaran.

Kata kunci: Media Pembelajaran, Autoplay Media Studio 8, Sistem Pengapian Elektronik.

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON  
AUTOPLAY MEDIA STUDIO 8 ON ELECTRONIC IGNITION SYSTEM  
MATERIAL**

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**Abstract**

*The purpose of this research is to develop interactive learning materials based on the car game media studio 8 electronic ignition system material and test the feasibility and practicality of these interactive learning environments. This research falls under the type of research and development (R&D) using the 4D development model (Four D). Questionnaires from material experts, media experts and field experiments were used as data collection tools. The subjects of the field experiments were the students of SMK Negeri 1 Brondong. The qualification level is obtained based on the evaluation of media experts, material experts, with a percentage of (1) material experts score 91.5%, (2) media experts 92 percent. The practical level is based on group tests and in large groups percentage (1) Small group tests get 88%, (2) Large group tests 86.5%. Based on the results of the validation test, it can be concluded that this resource is very usable and practical to use based on the answers of the respondents, therefore it can be used as an interactive learning environment based on media studio 8 electronic ignition system the material is suitable for use as a teaching tool.*

*Keywords: Learning Media, Autoplay Media Studio 8, Electronic Ignition System*