

**PENGEMBANGAN MEDIA VIDEO PEMBELAJARAN *SWEET BREAD*
PADA MATA KULIAH *BAKERY* DI PROGRAM STUDI PENDIDIKAN
VOKASIONAL SENI KULINER**

Oleh

I Gusti Ayu Eka Putri Maharani, NIM 2015081034

Prodi Pendidikan Vokasional Seni Kuliner

Jurusan Teknologi Industri

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Email : ayu.eka.putri@undiksha.ac.id

ABSTRAK

Tujuan dari penelitian pengembangan ini adalah mengembangkan video pembelajaran *sweet bread* agar nantinya bisa digunakan dalam mata kuliah *bakery* di Program Studi Pendidikan Vokasi Seni Kuliner, sekaligus untuk mendeskripsikan hasil analisis dari respon mahasiswa dan para ahli terhadap video pembelajaran *sweet bread*. *Research and Development* (R&D) adalah jenis penelitian yang digunakan dalam penelitian ini dimana model pengembangan 4D yang melalui empat tahap, yaitu *define, design, development* dan *disseminate* dijadikan sebagai kerangka kerja. Mahasiswa Program Studi Pendidikan Vokasi Seni Kuliner semester enam dan delapan yang telah mengambil mata kuliah *bakery* menjadi partisipan dalam penelitian ini. Kuesioner uji ahli yang melibatkan ahli materi, desain, dan media pembelajaran, serta kuesioner respon yang disebarkan kepada 30 mahasiswa Program Studi Pendidikan Vokasi Seni Kuliner semester 6 dan 8, merupakan instrumen yang digunakan untuk mengumpulkan data. Penelitian ini telah menghasilkan produk pengembangan Media Video Pembelajaran *Sweet Bread* pada Mata Kuliah *Bakery* di Program Studi Pendidikan Vokasi Seni Kuliner berdasarkan tahapan-tahapan yang telah ditempuh. Produk tersebut telah memperoleh kevalidan dari uji ahli materi, ahli desain dan media pembelajaran yang memiliki kriteria “Sangat Layak” dijadikan media video pembelajaran dengan persentase masing-masing 98%, 90%, dan 98%. Di sisi lain, media video pembelajaran *sweet bread* yang digunakan pada mata kuliah *bakery* di Program Studi Pendidikan Vokasi Seni Kuliner juga termasuk kriteria “Sangat Layak”, sesuai hasil uji respon mahasiswa yang menunjukkan bahwa 84,2% mahasiswa pada program studi tersebut menyatakan media ini layak digunakan pada mata kuliah *bakery*.

Kata Kunci: Media Video Pembelajaran, Model 4D, *Sweet Bread*.

**DEVELOPMENT OF SWEET BREAD LEARNING VIDEO MEDIA IN
BAKERY COURSES IN THE CULINARY ARTS VOCATIONAL
EDUCATION STUDY PROGRAM**

By

I Gusti Ayu Eka Putri Maharani, NIM 2015081034

Culinary Arts Vocational Education Study Program

Department of Industrial Technology

Faculty of Engineering and Vocational

Ganesha University Of Education.

Email : ayu.eka.putri@undiksha.ac.id

ABSTRACT

The aim of this development research is to develop a sweet bread learning video so that it can later be used in bakery courses in the Culinary Arts Vocational Education Study Program, as well as to describe the results of the analysis of student and expert responses to the sweet bread learning video. Research and Development (R&D) is the type of research used in this study where the 4D development model which goes through four stages, namely define, design, development and disseminate is used as a framework. Students of the Culinary Arts Vocational Education Study Program in the sixth and eighth semesters who have taken bakery courses became participants in this study. Expert validation questionnaires involving material, design, and learning media experts, as well as response questionnaires distributed to 30 students of the 6th and 8th semester Culinary Arts Vocational Education Study Program, were the instruments used to collect data. This research has produced Sweet Bread Learning Video Media development products in Bakery Course in Culinary Arts Vocational Education Study Program based on the stages that have been taken. The product has obtained validity from the test of material experts, design experts and learning media that have "Very Feasible" criteria to be used as learning video media with a percentage of 98%, 90%, and 98% respectively. On the other hand, the sweet bread learning video media used in bakery courses in the Culinary Arts Vocational Education Study Program also includes "Very Feasible" criteria, according to the results of student response tests which show that 84.2% of students in the study program stated that this media is suitable for use in bakery courses.

Keywords: *Learning Video Media, 4D Model, Sweet Bread..*