

**PENGEMBANGAN MEDIA VIDEO PEMBELAJARAN *CROISSANT*
MENGUNAKAN MODEL 4D PADA SISWA PROGRAM KEAHLIAN
KULINER**

Oleh

Luh Suci Krisnawati, NIM 2015081005

Program Studi Pendidikan Vokasional Seni Kuliner

Jurusan Teknologi Industri

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Singaraja

ABSTRAK

Tercapainya hasil belajar yang sesuai dengan tujuan pembelajaran tergantung pada keakuratan bahan pembelajaran yang digunakan. Dalam pembelajaran *Croissant* siswa Konsentrasi Keahlian Kuliner Fase F Kelas XI di SMKN 1 Sukasada diharapkan mampu memahami materi secara teoritis hingga mampu membuat produk *Croissant* yang baik. Studi ini bertujuan untuk (1) menganalisis dan menggambarkan proses pembuatan media video pembelajaran *Croissant* dengan penerapan model 4D, (2) menilai kelayakan media video pembelajaran *Croissant* yang memakai model 4D oleh ahli, dan (3) menilai respon siswa Program Keahlian Kuliner terhadap media video pembelajaran *Croissant*. Penelitian ini termasuk dalam kategori penelitian pengembangan (Research and Development) dengan menggunakan model pengembangan 4D (Define, Design, Develop, Disseminate). Hasil penelitian mengungkapkan bahwa: (a) video pembelajaran *Croissant* yang dibuat sesuai dengan tahapan 4D (Define, Design, Develop, Disseminate); (b) evaluasi oleh ahli materi menunjukkan bahwa produk sangat memenuhi syarat (100%) dan hasil pengujian oleh ahli media & desain pembelajaran menunjukkan produk sangat layak (100%); (c) penilaian respon siswa menunjukkan hasil 90% yang menunjukkan produk sangat layak dan bisa diterima sebagai media pembelajaran khususnya untuk capaian kompetensi membuat produk *Pastery* yang memenuhi kebutuhan dan standar yang berlaku di industri.

Kata kunci: 4D, *croissant*, video pembelajaran

**DEVELOPMENT OF CROISSANT LEARNING VIDEO MEDIA USING THE
4D MODEL FOR CULINARY EXPERTISE PROGRAM STUDENTS**

By

Luh Suci Krisnawati, NIM 2015081005

Study Program in Vocational Education of Culinary Arts

Department of Industrial Technology

Faculty of Engineering and Vocational

Ganesha University of Education

Singaraja

ABSTRACT

The achievement of learning outcomes in accordance with learning objectives depends on the accuracy of the learning materials used. In learning Croissant, students of Culinary Skills Concentration Phase F Kelas XI at SMKN 1 Sukasada are expected to be able to understand the material theoretically to be able to make good Croissant products. This study aims to (1) analyze and describe the process of making Croissant learning video media with the application of the 4D model, (2) assess the feasibility of Croissant learning video media using the 4D model by experts, and (3) assess the response of Culinary Expertise Program students to croissant learning video media. This research is included in the category of development research (Research and Development) using the 4D development model (Define, Design, Develop, Disseminate). The results of the study revealed that: (a) croissant learning videos made in accordance with the 4D stages (Define, Design, Develop, Disseminate); (b) evaluation by material experts shows that the product is very qualified (100%) and the results of testing by media & learning design experts show the product is very feasible (100%); (c) student response assessment shows 90% results which indicate the product is very feasible and acceptable as a learning medium, especially for the achievement of the competency of making pastry products that meet the needs and standards that apply in the industry.

Keywords: 4D, croissant, learning video