

**PENGEMBANGAN MEDIA VIDEO PEMBELAJARAN *WAFFLE* VARIAN
PISANG MAS PADA MATA KULIAH PAGELARAN CIPTA KARYA
KULINER**

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ABSTRAK

Kajian ini bermaksud memaparkan tahapan pengembangan media video pembelajaran *Waffle* varian pisang mas dan menilai validitas media video pembelajaran *waffle* varian pisang mas pada Mata Kuliah Pagelaran Cipta Karya Kuliner. Kajian ini berjenis riset dan pengembangan (*Research and Development*) mengaplikasikan model 4D (*Define, Design, Develop, Disseminate*). Penimbunan data pada kajian ini memakai pendekatan kuesioner dengan instrumen angket. Subjek pada kajian ini yaitu pakar bidang materi pembelajaran, pakar media pembelajaran, pakar desain pembelajaran dan sepuluh mahasiswa semester delapan Prodi PVS Kuliner. Data ditinjau dengan uji kualitatif dan uji kuantitatif. Media dikembangkan dengan model 4D yang melalui empat tahapan pengembangan, diantaranya: *Define* meliputi kegiatan uji kebutuhan, *Design* meliputi kegiatan desain isi dan tampilan media, *Develop* meliputi kegiatan pengembangan produk dan uji validitas oleh para pakar dan *Disseminate* meliputi kegiatan penyebarluasan produk melalui platform digital. Output penilaian validitas oleh pakar bahan ajar, pakar media, dan pakar desain pembelajaran media video pembelajaran *waffle* varian pisang mas dinyatakan sangat valid dipakai pada pembelajaran Mata Kuliah Pagelaran Cipta Karya Kuliner.

Kata kunci: media pembelajaran, video, *waffle* pisang mas

***DEVELOPMENT OF A LEARNING VIDEO MEDIA ON WAFFLE WITH
BANANA VARIANT IN THE CULINARY CREATION PERFORMANCE
COURSE***

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ABSTRACT

This study aims to describe the development stages of an instructional video on Waffle with Mas Banana Variation and to evaluate the validity of the video as a learning medium for the Culinary Art Creation Performance course. This research is categorized as Research and Development (R&D) employing the 4D model, which includes the stages of Define, Design, Develop, and Disseminate. Data were collected using questionnaires as the primary instrument. The subjects consisted of experts in learning materials, media, and instructional design, as well as ten eighth-semester students of the Culinary Vocational Education Study Program. The data were analyzed through both qualitative and quantitative approaches. The media was developed following the 4D stages: Define, which involved needs analysis; Design, which included the content and media layout design; Develop, which encompassed product development and expert validation; and Disseminate, which focused on product distribution through digital platforms. The validation results from material, media, and design experts indicated that the Mas Banana Waffle learning video is highly valid and suitable for use in the Culinary Art Creation Performance course.

Keywords: *learning media, video, banana mas waffle*