

**PENGEMBANGAN VIDEO PEMBELAJARAN BERBASIS ANIMASI 3
DIMENSI *LIVE SHOOT* PADA MATA KULIAH KULINER ASIA
MATERI KULINER ARAB**

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ABSTRAK

Penelitian ini bertujuan untuk membuat video edukasi 3D untuk mata kuliah Masakan Asia tentang masakan Arab, menggunakan metode *live shoot*. Selain itu, respons mahasiswa dan dosen terhadap sumber daya pendidikan ini akan dievaluasi. Penelitian ini merupakan studi R&D yang menggunakan model *Multimedia Development Life Cycle* (MDLC), yang terdiri dari tahap konsepsi, desain, pengumpulan materi, perakitan, pengujian, dan distribusi. Partisipan penelitian meliputi mahasiswa, dosen, penguji ahli media, dan penguji ahli isi atau konten dari Program Studi Pendidikan Vokasional Seni Kuliner. Data dikumpulkan menggunakan kuesioner respons dan alat penilaian kelayakan, sedangkan analisis dilakukan menggunakan metode deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa video pembelajaran yang dibuat memiliki tingkat kelayakan yang sangat tinggi, dengan tingkat kelayakan 93,75% menurut analisis oleh penguji ahli isi atau konten dan tingkat kelayakan 100% menurut penguji ahli media. Hasil uji individu adalah 87,91%, dianggap baik; hasil uji kelompok kecil adalah 87,34%, juga dikategorikan baik; dan hasil uji lapangan adalah 90,76%, diklasifikasikan sangat baik. Lebih lanjut, uji respons dosen tentang penggunaan video pendidikan menunjukkan peringkat rata-rata 0,8, dianggap sangat positif dan praktis; uji respons mahasiswa menerima peringkat rata-rata 0,9, juga dikategorikan sangat positif dan praktis. Berdasarkan hasil ini, video pembelajaran, yang menggunakan animasi 3D yang direkam secara langsung, dinilai sangat layak dan bermanfaat sebagai sumber tambahan dalam mata kuliah Masakan Asia, yang mencakup masakan Arab.

Kata Kunci: animasi 3D, kuliner Arab, *live shoot*, video pembelajara

**DEVELOPMENT OF A 3D ANIMATION BASED LIVE SHOOT
INSTRUCTIONAL VIDEO FOR THE ASIAN CUISINE COURSE ON
ARABIC CULINARY MATERIALS**

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ABSTRACT

This study aims to develop a 3D educational video for the Asian Cuisine course, specifically focusing on Arab dishes, using the live-shoot method. In addition, the responses of students and lecturers to this educational resource will be evaluated. The research employs a Research and Development (R&D) design using the Multimedia Development Life Cycle (MDLC) model, which consists of the stages of conception, design, material collection, assembly, testing, and distribution. The study participants include students, lecturers, media expert reviewers, and content or subject-matter expert reviewers from the Culinary Arts Vocational Education Study Program. Data were collected using response questionnaires and feasibility assessment tools, and analyzed using descriptive quantitative methods. The findings show that the developed instructional video achieved a very high level of feasibility, with a feasibility score of 93.75% based on the analysis of content expert reviewers and 100% based on media expert reviewers. The individual trial yielded a score of 87.91%, categorized as good; the small-group trial produced a score of 87.34%, also categorized as good; and the field trial resulted in a score of 90.76%, classified as very good. Furthermore, the lecturer response test regarding the use of the educational video received an average rating of 0.8, considered highly positive and practical, while the student response test obtained an average rating of 0.9, also categorized as highly positive and practical. Based on these results, the instructional video, which incorporates live-recorded 3D animation, is deemed highly feasible and beneficial as a supplementary learning resource in the Asian Cuisine course, particularly for topics related to Arab cuisine.

Keywords: 3D animation, Arabic cuisine, live shoot, learning video