

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media video pembelajaran kompetensi *Making Bed* pada mata pelajaran *Housekeeping* bagi siswa kelas XI Program Keahlian Perhotelan di SMK Negeri 1 Singaraja. Pengembangan ini dilatarbelakangi oleh proses pembelajaran yang minimnya media visual mandiri, sehingga siswa mengalami kesulitan memahami urutan kerja sesuai SOP industri perhotelan. Penelitian menggunakan metode R&D dengan model 4D yang meliputi tahap *Define*, *Design*, *Development*, dan *Disseminate*. Tahap *Define* dilakukan melalui analisis kebutuhan pembelajaran, karakteristik peserta didik, serta tujuan pembelajaran. Tahap *Design* mencakup perancangan materi, penyusunan naskah, dan *storyboard* berdasarkan kurikulum serta SOP industri metode *duvet*. Tahap *Development* menghasilkan video pembelajaran berbasis *live action* yang menampilkan demonstrasi secara sistematis dan divalidasi oleh dua ahli materi serta dua ahli media. Tahap *Disseminate* dilakukan melalui publikasi dan distribusi kepada guru pengampu. Hasil validasi menunjukkan tingkat kelayakan 100% dari ahli materi dan 99,47% dari ahli media dengan kategori sangat layak. Dengan demikian, video pembelajaran dinyatakan sangat layak digunakan sebagai media pendukung untuk membantu siswa memahami tahapan kerja secara runtut dan meningkatkan keterampilan praktik sesuai standar industri.

Kata Kunci: *housekeeping*, *Making Bed*, media video pembelajaran, model 4D



DEVELOPMENT OF A MAKING BED INSTRUCTIONAL VIDEO FOR HOUSEKEEPING LEARNING FOR GRADE XI AT SMK NEGERI 1 SINGARAJA

By

Kadek Okky Dina Donita
NIM 2115011024

ABSTRACT

This study aims to develop a learning video media for the Making Bed competency in the Housekeeping subject for eleventh-grade students of the Hospitality Program at SMK Negeri 1 Singaraja. The development was motivated by the limited availability of independent visual learning media, which caused students to experience difficulties in understanding the sequence of work procedures in accordance with hotel industry SOP standards. This study employed a Research and Development (R&D) method using the 4D model, consisting of the Define, Design, Development, and Disseminate stages. The Define stage involved analyzing learning needs, student characteristics, and learning objectives. The Design stage included material development, scriptwriting, and storyboard preparation based on the curriculum and the industry SOP of the duvet method. The Development stage produced a live-action instructional video presenting systematic demonstrations, which was validated by two subject-matter experts and two media experts. The Disseminate stage was carried out through publication and distribution to the subject teacher. The validation results indicated a feasibility rate of 100% from subject-matter experts and 99.47% from media experts, categorized as highly feasible. Therefore, the instructional video is considered highly appropriate as a supporting learning medium to help students understand procedural steps systematically and improve practical skills in accordance with industry standards.

Keywords: *housekeeping, Making Bed, instructional video media, 4D model*