

**PENGEMBANGAN VIDEO PEMBELAJARAN
BUMBU *BASE GENEP* MENGGUNAKAN APLIKASI *CAPCUT*
PADA MATA KULIAH KULINER BALI**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan langkah-langkah pengembangan media video pembelajaran pada materi *Bumbu Base Genep* menggunakan aplikasi *CapCut* pada Mata Kuliah Kuliner Bali menggunakan model penggunaan 4D; dan (2) menganalisis validitas hasil pengembangan media video pembelajaran materi *Bumbu Base Genep* pada mata kuliah Kuliner Bali menggunakan model pengembangan 4D menggunakan aplikasi *CapCut*. Penelitian ini merupakan penelitian dan pengembangan (*Research and Development*) dengan menggunakan model 4D yang meliputi tahap *define, design, develop*, dan *disseminate*. Teknik pengumpulan data dilakukan melalui wawancara dan penyebaran angket kepada ahli materi, ahli media, ahli desain pembelajaran, dosen pengampu, dan mahasiswa. Data dianalisis menggunakan pendekatan kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa: (1) proses pengembangan video pembelajaran telah dilaksanakan sesuai dengan tahapan model 4D, yaitu (a) tahap *define* dilakukan melalui analisis sumber pembelajaran, analisis kebutuhan mahasiswa, dan analisis materi pembelajaran; (b) tahap *design* berupa penyusunan *story board*, penyusunan kerangka materi, dan perancangan tampilan video menggunakan aplikasi *CapCut*; (c) tahap *development* berupa perekaman video praktik, penyuntingan (*editing*) video, penambahan teks (*subtitle*), narasi (*voice over*), ilustrasi gambar, musik latar, animasi, dan transisi sehingga menghasilkan video pembelajaran, validasi oleh para ahli, serta revisi berdasarkan masukan ahli; dan (d) tahap *disseminate* dilakukan melalui penyebaran terbatas kepada dosen dan mahasiswa; (2) Hasil uji validitas menunjukkan bahwa video pembelajaran memperoleh persentase sebesar 98,7% dari ahli materi, 98,2% dari ahli media, dan 97% dari ahli desain pembelajaran yang seluruhnya berada pada kategori sangat layak. Oleh karena itu, video pembelajaran *Bumbu Base Genep* menggunakan aplikasi *CapCut* dinyatakan sangat layak digunakan sebagai media pembelajaran pada Mata Kuliah Kuliner Bali.

Kata kunci: *Base genep, CapCut, Kuliner Bali, Video Pembelajaran*

DEVELOPMENT OF A CAPCUT BASED EDUCATIONAL VIDEO ON BASE GENEP SPICES FOR THE BALI CUISINE COURSE

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ABSTRACT

This study aims to (1) describe the process of developing a CapCut-based instructional video on “Bumbu Base Genep” for the Balinese Culinary Arts course and (2) describe the validity of the CapCut-based instructional video on “Bumbu Base Genep” in the Culinary Arts Vocational Education Program at Ganesha University of Education. This study is a research and development (R&D) project using the 4D model, which includes the define, design, develop, and disseminate stages. Data collection was conducted through interviews and the distribution of questionnaires to subject matter experts, media experts, instructional design experts, course instructors, and students. The data were analyzed using both qualitative and quantitative approaches. The results of the study indicate that: (1) the instructional video development process was carried out in accordance with the stages of the 4D model, namely: (a) the define stage involved observing the research site, analyzing instructional resources, analyzing student needs, and analyzing instructional content; (b) the design stage involved creating a storyboard, developing a content outline, and designing the video interface using the CapCut application; (c) the “Development” stage involved recording practical videos, editing the videos, adding subtitles, voice-overs, illustrations, background music, animations, and transitions to produce the instructional videos, followed by validation by experts and revisions based on their feedback; and (d) The dissemination phase was carried out through limited distribution to faculty and students; (2) The validity test results showed that the instructional video received a score of 98.7% from subject matter experts, 98.2% from media experts, and 97% from instructional design experts, all of which fell into the “highly valid” category. Thus, the CapCut-based “Bumbu Base Genep” instructional video is deemed highly valid and suitable for use as a learning medium in the Balinese Culinary Arts course.

Keywords: Balinese Culinary Arts, Base genep, CapCut, Instructional Video