

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS APLIKASI *TIKTOK* BERBANTUAN *LUMEN5* PADA MATERI BERPIKIR KOMPUTASIONAL BAGI SISWA DI SMA YP UNILA BANDAR LAMPUNG

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Pengembangan media pembelajaran berbasis aplikasi *TikTok* berbantuan *Lumen5* bertujuan untuk mengembangkan media berupa video pembelajaran *TikTok* berbantuan *Lumen5* materi Berpikir Komputasional kelas X SMA yang valid dan praktis. Penelitian ini merupakan jenis penelitian dan pengembangan (*Research and Development*) dengan model ADDIE yang terdiri dari: (1) *Analysis*, (2) *Design*, (3) *Development*, (4) *Implementation*, dan (5) *Evaluation*, namun pada model pengembangan cukup dengan menggunakan tiga tahap, yaitu: (1) *Analysis*, (2) *Design*, dan (3) *Development* karena tujuan penelitian mengukur kevalidan dan kepraktisan media. Subjek penelitian yaitu siswa kelas X di SMA YP Unila Bandarlampung. Instrumen penelitian yang digunakan untuk mengetahui respons guru dan siswa terhadap media pembelajaran yaitu dengan metode angket. Hasil penelitian yang diperoleh antara lain: 1) Video pembelajaran *TikTok* berbantuan *Lumen5* materi Berpikir Komputasional telah memenuhi kriteria validitas yaitu diperoleh nilai rata-rata dari uji validitas media dan uji validitas materi sebesar 76,25% dengan pernyataan kualitatif Validitas Tinggi; 2) Hasil uji kepraktisan video pembelajaran *TikTok* berbantuan *Lumen5* materi Berpikir Komputasional mendapatkan skor rata-rata yaitu 87% dalam pernyataan kualitatif Validitas Sangat Tinggi.

Kata kunci: Berpikir Komputasional, *Lumen5*, Media Pembelajaran, *TikTok*

ABSTRACT

DEVELOPMENT OF LEARNING MEDIA BASED ON THE TIKTOK APPLICATION WITH THE HELP OF LUMEN5 ON COMPUTATIONAL THINKING MATERIAL FOR STUDENTS AT SMA YP UNILA BANDAR LAMPUNG

by

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Development of application-based learning media TikTok assisted by Lumen5 aims to develop media in the form of learning videos TikTok with the help of Lumen5 valid and practical Computational Thinking material for class X SMA. This research is a type of research and development (Research and Development) with the ADDIE model consisting of: (1) Analysis, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation. However, in the development model, it is sufficient to use three stages, namely: (1) Analysis, (2) Design, and (3) Development because the research objective is to measure the validity and practicality of the media. The research subjects were class X students at SMA YP Unila Bandarlampung. The research instrument used to determine teacher and student responses to learning media is the questionnaire method. The research results obtained include: 1) Learning videos TikTok assisted by Lumen5, the Computational Thinking material has met the validity criteria, namely that the average score obtained from the media validity test and material validity test is 76.25% with a qualitative statement of High Validity; 2) Practicality test results of learning videos TikTok with the help of Lumen5, the Computational Thinking material received an average score of 87% in the qualitative statement Very High Validity.

Keywords: *Computational Thinking, Lumen5, Learning Media, TikTok*