

**“PERANCANGAN VIDEO ANIMASI SEBAGAI MEDIA EDUKASI K3
LABORATORIUM BAGI SISWA DI SMKN 2 JEMBER”**

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ABSTRAK

Laboratorium pendidikan masih seringkali belum mempunyai program keselamatan yang maksimal. Setiap laboratorium memiliki potensi terjadinya kecelakaan termasuk di wilayah pendidikan SMKN 2 Jember. Faktor utama yang menyebabkan hal ini adalah kurangnya pemahaman siswa mengenai K3 dan terbatasnya alternatif media pembelajaran yang menarik serta efektif. Hasil studi pendahuluan menunjukkan belum adanya media edukasi khusus mengenai K3. Penelitian ini bertujuan merancang video animasi sebagai media edukasi K3 laboratorium bagi siswa. Penelitian ini menggunakan model 4D (*Define, Design, Development, Disseminate*) dengan menggunakan teori CTML (*Cognitive Theory of Multimedia Learning*). Subjek penelitian adalah siswa kelas 10 yang terdiri dari 10 siswa pada uji kelompok terbatas dan 63 siswa pada uji kelompok besar. Hasil validasi ahli materi mendapatkan persentase 95%, validasi ahli media mendapatkan persentase 88%. Sedangkan pada Uji coba kelompok terbatas memperoleh persentase 84% dan uji kelompok besar memperoleh persentase 87%. Untuk video edukasi berdurasi 4 menit 09 detik. Disimpulkan media tersebut sudah sangat layak untuk dijadikan sebagai media edukasi K3 di Laboratorium SMKN 2 Jember. SMKN 2 Jember dapat menggunakan media video animasi ini sebagai media pencegahan kecelakaan kerja saat praktikum terutama bagi siswa yang baru memulai praktikum seperti kelas 10.

Kata Kunci: K3 , Laboratorium, Video Animasi, Model 4D, Media Edukasi, Siswa SMK.

“Designing an Animated Video as an Educational Tool for Laboratory Occupational Safety and Health for Students at SMKN 2 Jember”

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ABSTRACT

Educational laboratories often still lack comprehensive safety programs. Every laboratory has the potential for accidents to occur, including those at SMKN 2 Jember. The main factors contributing to this are students' lack of understanding of occupational safety and health (OSH) and the limited availability of engaging and effective educational media. Preliminary study results indicate that there are currently no educational media specifically focused on OSH. This study aims to design an animated video as an OSH educational medium for students in the laboratory setting. This research employs the 4D model (Define, Design, Development, Disseminate) based on the Cognitive Theory of Multimedia Learning (CTML). The research subjects were 10th-grade students, consisting of 10 students in the limited-group test and 63 students in the large-group test. The results of the content expert validation achieved a 95% score, while the media expert validation achieved an 88% score. Meanwhile, the limited-group test yielded an 84% score, and the large-group test yielded an 87% score. The educational video has a duration of 4 minutes and 9 seconds. It was concluded that this medium is highly suitable for use as an OSH educational tool in the laboratories at SMKN 2 Jember. SMKN 2 Jember can use this animated video as a tool for preventing workplace accidents during laboratory practice, especially for students who are just beginning their practical training, such as 10th-grade students.

Keywords: K3, Laboratory, Animated Videos, 4D Models, Educational Media, Vocational High School Students.