Sistem Pembelajaran Blended Learning Berbasis Virtual Tvet (Studi Kasus Arduino Uno LED) *Virtual Tvet-Based Blended Learning System (Case Study Arduino Uno LED)*

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ABSTRACT

This research is a research development of application for for help understanding about Arduino Uno LED. This study aims to produce desktop app with unity and blender. This development research adapts the multimedia development life cycle (MDLC) development model. This research was conducted through five main stages, namely (1) the concept (define) the goal to determine the initial needs in developing media such as learning objectives and competencies achieved. (2) Design is the stage of making storyboards, layout designs, and preparing questions. (3) the collection of materials (material collecting) the stage of collecting materials or assets for application needs (4) Development, testing of media products that are validated by material experts and media experts. (5) Distribution is the last stage of the development of interactive media, namely the dissemination of learning media that have been developed. The method used to analyze the data is a quantitative descriptive analysis technique which is expressed in the distribution of scores and categories of a predetermined rating scale. The results of the validation of the learning media are: (1) Material experts rate very feasible with a percentage (69%). (2) Media experts rate very feasible with a percentage (99.4%). Based on these results, interactive learning media is needed to be used in the learning process in early childhood.

Keyword : Arduino Uno LED, blendid learning