

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran mengenai sistem komputer menggunakan aplikasi *Assemblr edu*, serta mengevaluasi tingkat kelayakan media yang dihasilkan. Metode *Four D* (4D) digunakan dalam proses pengembangan, yang mencakup tahap pendefinisian, perancangan, pengembangan, dan penyebaran. Validitas media diuji oleh ahli media dan ahli materi, sedangkan uji coba pengguna melibatkan 30 peserta didik. Hasil uji validitas menunjukkan bahwa media dinilai "layak" dengan skor 64 dari ahli media dan 42 dari ahli materi. Uji coba pengguna juga menunjukkan skor rata-rata 46,03, yang dikategorikan "layak" digunakan.

Kata Kunci: Media Pembelajaran, *Assemblr edu*, 4D

ABSTRACT

This study aims to develop learning media about computer systems using the Assemblr edu application and to evaluate the feasibility of the resulting media. The Four D (4D) method was used in the development process, which includes the stages of definition, design, development, and dissemination. The validity of the media was tested by media experts and subject matter experts, while user trials involved 30 students. The validity test results showed that the media was rated as "feasible" with a score of 64 from media experts and 42 from subject matter experts. The user trial also showed an average score of 46.03, which was categorized as "feasible" for use.

Keywords: Instructional Media, *Assemblr edu*, 4D