DEVELOPMENT OF VALIDATION INSTRUMENTS OF VARIOUS EDUCATIONAL TECHNOLOGY LEARNING MEDIA PRODUCTS

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ABSTRACT

This study aimed to produce a Validation Instrument for Educational Technology Learning Media in accordance with current needs and developments, namely, Print-based Learning Modules, Learning Models, Learning Multimedia Programs, Learning Video Programs, and Electronic-based Learning Games that are feasible and valid to measure product validity appropriate educational technology learning media products. This type of research is development research (R & D) with the Borg and Gall model which consists of 10 development steps, namely, Research and information collecting, Planning, Develop preliminary form of product, Preliminary testing, Main product revision, Main field testing, Operational product revision, Operational fields testing, Final product revision, and Dissemination and implementation. The population and subjects in this study were all lecturers of the Education Technology Study Program-FIP UNY. The five hypothetical products of Educational Technology Learning Media Validation Instruments produced in this study were validated by Media Experts and tested on lecturers of the Educational Technology Study Program of FIP UNY. Data was collected using Focus Group Discussion (FGD). The data collected from this research is in the form of qualitative data which is analyzed using qualitative descriptive techniques. Based on the results of validation and testing, the five products of the Educational Technology Learning Media Validation Instrument were declared valid and feasible to measure the validity of educational technology products produced by UNY students/lecturers.

Kata Kunci: *Validation Instruments, Learning Media, Educational Technology, Print-based Learning Modules, Learning Models, Learning Multimedia Programs, Learning Video Programs, Electronic-based Learning Games.*