The Development of 2-stroke Motor Reality Learning Media with 3D Print

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ABSTRACT

The Covid19 pandemic that has hit the world requires educational media innovations that are portable, lightweight, and easy to operate for online learning purposes. This study aims to develop learning media for students of the Light Vehicle Engineering Vocational School on the topic of a 2-stroke engine using a machine model made using 3D printing technology with Polylactic Acid as the base material. This is carried out to develop media to support teachers of related subjects in the implementation of online learning. This study uses the Design and Development (D&D Research) method which consists of identifying the problem, describing the objectives, design and development, testing, evaluating and finally communicating the results. Data analysis was carried out quantitatively and qualitatively. The expected output targets of this research are scientific articles published in reputable international journals, Intellectual Property Rights, and learning media products.

Kata Kunci: *learning media, 3D print, engine*