

PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF PADA MATA KULIAH TEORI PRAKTIK PEMBELAJARAN SEPAK TAKRAW

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ABSTRAK

Kurangnya sumber belajar, inovasi serta keterbaharuan pada konten pembelajaran yang diterapkan dalam pembelajaran akan dapat memengaruhi motivasi dan minat belajar peserta didik. Hal tersebut perlu adanya pengembangan konten pembelajaran interaktif khususnya pada mata kuliah teori praktik pembelajaran sepak takraw. Penelitian ini bertujuan untuk mengembangkan sebuah konten pembelajaran interaktif berbasis *Articulate Storyline* di dalamnya terdapat animasi 3 dimensi serta mengetahui respons pendidik dan peserta didik terhadap pengembangan konten pembelajaran interaktif pada mata kuliah teori praktik pembelajaran sepak takraw. Penelitian ini merupakan jenis penelitian *Research and Development (R&D)* dan menggunakan model pengembangan ADDIE yang terdiri dari lima tahapan yaitu *analyze, design, development, implantation, dan evaluation*. Hasil kevalidan yang diperoleh dari penelitian berdasarkan dari uji ahli isi serta uji ahli media dan desain memperoleh nilai rata-rata sebesar 1,00 yang termasuk ke dalam kategori sangat baik. Hasil uji efektivitas diperoleh sebesar 0,72 dengan menggunakan perhitungan *N-Gain* yang dapat dikategorikan efektif. Hasil uji respons peserta didik memperoleh nilai rata-rata sebesar 67,1 yang dapat dikategorikan sangat valid dan juga hasil respons pendidik memperoleh skor nilai rata-rata sebesar 48 yang termasuk ke dalam kategori sangat valid.

Kata Kunci: Konten pembelajaran interaktif, animasi 3 dimensi, sepak takraw

**DEVELOPMENT OF INTERACTIVE LEARNING CONTENT ON THE
THEORY OF TAKRAW LEARNING PRACTICE COURSES**

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ABSTRACT

The lack of learning resources, innovation and updating of learning content applied in learning will affect students' motivation and interest in learning. This requires the development of interactive learning content, especially in the practical theory course of sepak takraw learning. This study aims to develop an interactive learning content based on Articulate Storyline in which there is a 3D animation and to find out the responses of students and lecturers to the development of interactive learning content in the practical theory course of sepak takraw. This research is a Research and Development (R&D) type of research and uses the ADDIE development model which consists of five stages, namely analyze, design, development, implementation, and evaluation. The results of the validity obtained from the research based on the content expert test as well as the media and design expert test obtained an average value of 1.00 which was included in the very good category. The result of the effectiveness test is 0.72 by using the N-Gain calculation which can be categorized as effective. The results of the student response test obtained an average score of 67.1 which can be categorized as very valid and also the results of the lecturer's response obtained an average score of 48 which is included in the very valid category.

Keyword: *Interactive learning content, 3D animation, sepak takraw*