PENGEMBANGAN KONTEN INTERAKTIF MATA PELAJARAN TEKNIK KARAWITAN DASAR DI SMK NEGERI 1 SUKASADA

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan dan mengimplementasi konten interaktif dengan berstrategi *flipped classroom* serta mendeskripsikan respons guru dan peserta didik terhadap pengembangan konten interaktif mata pelajaran Teknik Karawitan Dasar. Subjek dari penelitian ini yaitu peserta didik kelas XI yang sudah mendapatkan mata pelajaran Teknik Karawitan Dasar di SMK Negeri 1 Sukasada. Pengambilan data yang dilakukan dalam penelitian ini menggunakan lembar validasi ahli, angket uji perorangan, kelompok kecil, lapangan, angket uji respons guru dan peserta didik. Jenis penelitian yang digunakan adalah *Research and Development* (R&D) dengan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Hasil penelitian menunjukkan bahwa: (1) Pengembangan dan implementasi konten interaktif mata pelajaran Teknik Karawitan Dasar di SMK Negeri 1 Sukasada berhasil diterapkan berdasarkan hasil uji validasi ahli isi memperoleh hasil nilai CVR = 1 dan nilai CVI = 1 dalam kategori Valid. Berdasarkan hasil uji validasi ahli desain dan media pembelajaran memperoleh nilai rata-rata sebesar 1,00 dengan kriteria Sangat Valid, (2) Hasil dari perhitungan uji efektivitas konten interaktif memperoleh nilai *N-Gain* sebesar 0,76 dengan interpretasi efektif, (3) Hasil yang diperoleh uji kriteria keberhasilan yaitu tingkat keberhasilan peserta didik sebesar 100% yang berada pada kriteria Sangat Baik, dan (4) Hasil perhitungan respons guru mendapatkan skor rata sebesar 44 dan pada peserta didik mendapatkan skor sebesar 67,2, dari kedua perhitungan tersebut berada pada kategori Sangat Positif dan Sangat Praktis.

Kata Kunci: Konten Interaktif, Teknik Karawitan Dasar, *Flipped Classroom,* ADDIE

DEVELOPMENT CONTENT INTERACTIVE FOR BASIC KARAWITAN TECHNIQUE SUBJECT IN SMK NEGERI 1 SUKASADA

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ABSTRACT

The study purposed to develop and implement interactive content storylines with a flipped classroom strategy and describe the teacher's and student responses to development content interactive for basic karawitan technique subject. The subjects of this study were students of class XI who had received the subject of Basic Karawitan technique in SMK Negeri 1 Sukasada. Data collection was carried out in this study using expert validation sheets, individual test questionnaires, small groups, the field, teacher and student response test questionnaires. The type of research used is the type of research and development (Research and Development) or usually called R&D with the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The results showed that: (1) The development and implementation of interactive content for Basic Karawitan Engineering subjects at SMK Negeri 1 Sukasada was successfully implemented based on the results of the content expert validation test, which resulted in CVR = 1 and CVI = 1 in the Valid category. Based on the results of the design expert validation test and learning media, the average value of 1.00 with the criteria is very valid, (2) the results of the calculation of the interactive content effectiveness test obtained an N-Gain value of 0.76 with an effective interpretation, (3) the results The results obtained by the success criteria test are the students' success rate of 100% which is in the Very Good criteria, and (4) The results of the calculation of the teacher's response get an average score of 44 and the students get a score of 67.2, from the two calculations it is at Very Positive and Very Practical categories.

Keywords: Interactive Content, Basic Karawitan Technique, Flipped Classroom, ADDIE