

**PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF  
BERBASIS *BLENDED LEARNING* PADA MATA PELAJARAN  
ADMINISTRASI SISTEM JARINGAN KELAS XI SMK NEGERI 3  
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**ABSTRAK**

Penelitian ini bertujuan untuk menghasilkan produk konten pembelajaran interaktif serta mengetahui respons guru dan peserta didik terhadap penggunaan konten pembelajaran interaktif berbasis *blended learning* dengan menggunakan *Articulate Storyline* pada mata pelajaran Administrasi Sistem Jaringan di SMK Negeri 3 Singaraja. Jenis penelitian yang digunakan yaitu *Research and Development* (R&D) dengan menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian ini dilakukan di kelas XI Teknik Komputer dan Jaringan SMK Negeri 3 Singaraja dengan jumlah 33 orang peserta didik dan 1 orang guru yang mengajar mata pelajaran Administrasi Sistem Jaringan. Data dalam penelitian ini diperoleh dari angket validasi oleh ahli isi pembelajaran, media dan desain pembelajaran, angket uji coba perorangan, kelompok kecil, lapangan, dan uji efektivitas respons peserta didik dan respons guru. Hasil perolehan nilai dari uji ahli isi, media dan desain pembelajaran memperoleh rata-rata sebesar 1,00 dengan kriteria “Sangat Valid. Pada uji coba perorangan memperoleh nilai persentase sebesar 91%, pada uji coba kelompok kecil memperoleh persentase sebesar 89.4%, dan pada uji coba lapangan memperoleh nilai persentase sebesar 91%. Pada uji efektivitas yang dilakukan melalui pemberian *pretest* dan *posttest*, memperoleh hasil perhitungan *N-Gain* sebesar 0,922 dengan kriteria “Efektif”. Pada uji respons peserta didik memperoleh hasil rata-rata sebesar 67.30 dengan kriteria “Sangat Positif” dan “Sangat Praktis”. Pada uji respons guru memperoleh hasil rata-rata sebesar 46 dengan kriteria “Sangat Positif” dan “Sangat Praktis”. Sehingga dapat disimpulkan bahwa konten pembelajaran interaktif pada mata pelajaran Administrasi Sistem Jaringan sangat valid, efektif dan sangat praktis.

**Kata Kunci:** Konten Pembelajaran Interaktif, *Articulate Storyline*, *Blended Learning*, Administrasi Sistem Jaringan.

**DEVELOPMENT OF INTERACTIVE LEARNING CONTENT BASED  
ON BLENDED LEARNING IN CLASS XI COMPUTER and  
NETWORK ENGINEERING COURSE at SMK NEGERI 3  
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**ABSTRACT**

*This study aims to produce interactive learning content products and determine the responses of teachers and students to the use of blended learning-based interactive learning content using Articulate Storyline in the subject of Network System Administration at SMK Negeri 3 Singaraja. The type of research used is Research and Development (R&D) using the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). This research was conducted in class XI of Computer and Network Engineering at SMK Negeri 3 Singaraja with a total of 33 students and 1 teacher teaching the subject of Network System Administration. Data in this study were obtained from validation questionnaires by learning content, media and instructional design experts, questionnaires for individual, small group, field trials, and tests of the effectiveness of student responses and teacher responses. The results obtained from the content expert test, media and learning design obtained an average of 1.00 with the criteria "Very Valid". In individual trials, the percentage value is 91%, in small group trials, the percentage is 89.4%, and in field trials, the percentage value is 91%. In the effectiveness test which was carried out through the provision of pretest and posttest, the results of the N-Gain calculation were 0.922 with the criteria of "Effective". In the response test, students obtained an average result of 67.30 with the criteria of "Very Positive" and "Very Practical". In the teacher response test, the average result was 46 with the criteria "Very Positive" and "Very Practical". So it can be concluded that the interactive learning content on the subject of Network System Administration is very valid, effective and very practical.*

**Keywords:** *Interactive Learning Content, Articulate Storyline, Blended Learning, Network System Administration.*