

**PENGEMBANGAN KONTEN PEMBELAJARAN
INTERAKTIF DENGAN MODEL *DISCOVERY*
LEARNING MATA PELAJARAN FARMAKOGNOSI
DASAR KELAS X DI SMK NEGERI 4 NEGARA**

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ABSTRAK

Penelitian ini dilaksanakan dengan tujuan mengembangkan konten pembelajaran interaktif untuk mata pelajaran Farmakognosi Dasar menggunakan model pembelajaran Discovery Learning sekaligus mengetahui respons siswa serta guru pada konten pembelajaran yang dikembangkan terhadap kelas X di SMK N 4 Negara. Adapun hal yang membuat saya melakukan penelitian di SMK Negeri 4 Negara yaitu: 1) kurangnya motivasi belajar siswa dan 2) kurangnya bervariasi dalam pembelajaran maka dari itu peneliti memberikan solusi Pengembangan konten interaktif menggunakan *software Articulate Storyline3*, kemudian hasil dari media akan didistribusikan menggunakan LMS (*Learning Manajement Sistem*) Yaitu *Goggle Classrom* Penelitian ini mengaplikasikan model pengembangan ADDIE serta tergolong pada R & D. Tahapan dari model pengembangan ADDIE diantaranya: *analysis, design, development, implementation, evaluation*. Penelitian ini dilakukan di kelas X Farmakognosi Dasar SMK N 4 Negara. Pengumpulan datanya menggunakan instrument yakni lembar validasi ahli, angket uji perorangan, kelompok kecil, lapangan, serta respons pendidik serta peserta didik. Hasil penelitian mengindikasikan: 1) Pengembangan serta implementasi konten pembelajaran yang dikembangkan menghasilkan nilai rata-rata 1,00 dengan kriteria sangat valid untuk uji validasi dari ahli isi, ahli desain serta media pembelajaran, 2) Hasil uji efektivitas melalui *pre-test* serta *post-test* mendapatkan nilai *N-Gain* 0,876 dengan interpretasi efektif, 3) Hasil perhitungan respons guru mendapat skor rata-rata 46 serta skor rata-rata siswa yakni 69,15 yang tergolong Sangat Praktis. Kesimpulan penelitian ini yakni konten yang dikembangkan

sesuai dengan kriteria produk yang baik diantaranya kevalidan (sangat valid), keefektifan (efektif), serta kepraktisan (sangat praktis).

Kata Kunci : Konten Pembelajaran Interaktif, *Discovery Learning*, Model Pengembangan ADDIE, Jenis Penelitian R&D, Farmakognosi Dasar



**DEVELOPMENT OF INTERACTIVE LEARNING
CONTENT WITH THE DISCOVERY LEARNING
MODEL OF BASIC PHARMACOGNOSIS CLASS X
AT SMK NEGERI 4 COUNTRIES**

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ABSTRACT

This study intended to produce interactive learning content on Basic Pharmacognosy subjects with the Discovery Learning model and to find out how students and educators respond to interactive learning content with discovery learning on basic pharmacology subjects for class X at SMK N 4 Negara. As for the things that made me do research at SMK Negeri 4 Negara, namely: 1) lack of student motivation and 2) lack of variety in learning, therefore researchers provide solutions for developing interactive content using the software Arsticulate Storyline3, then the results from the media will be distributed using LMS (Learning Management System) Namely Goggle Classroom This research applied ADDIE development model and belongs to R & D. The stages of the ADDIE development model are: analysis, design, development, implementation, evaluation. This research was done in class X of Basic Pharmacognosy of SMK Negeri 4 Negara. This study used several instruments including expert validation sheets, individual test questionnaires, small groups, fields, and responses from educators and students. The results indicated that: 1) The development and implementation of the product was successfully implemented seen from the results of validation tests from content experts, design experts and learning media with an average value of 1.00 with very valid criteria, 2) The results of the product effectiveness through pre-test and post-test obtained an N-Gain value of 0.876 with effective interpretation, 3) The results of the teacher's response got an average score of 46 and the average score of students was 69.15, in the Very Practical category. The conclusion is that discovery learning-based interactive learning content in basic pharmacognosy subjects has met the quality criteria of a product, namely validity (very valid), effectiveness (effective), and practicality (very practical).

Keywords: *Interactive Learning Content, Discovery Learning, ADDIE Development Model, Types of R&D Research, Basic Pharmacognosy*

