

**PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF PADA  
MATA KULIAH *BAKERY* DI PROGRAM STUDI PENDIDIKAN  
VOKASIONAL SENI KULINER UNDIKSHA**

**Oleh**

**Ni Komang Megawati, Nim. 1815051006**

**Program Studi Pendidikan Teknik Informatika**

**Jurusan Teknik Informatika**

**Fakultas Teknik dan Kejuruan**

**Universitas Pendidikan Ganesha**

**Singaraja**

**Email : [nikomangmegawati1299@gmail.com](mailto:nikomangmegawati1299@gmail.com)**

**ABSTRAK**

Penelitian ini dilatar belakangi oleh kurangnya pemahaman dan minat belajar mahasiswa terhadap proses pembelajaran pada mata kuliah *Bakery* dikarenakan kurangnya sumber belajar yang bersifat interaktif, inovasi dan keterbaharuan pada konten pembelajaran yang diterapkan pada proses pembelajaran berlangsung, sehingga diperlukannya pengembangan konten pembelajaran interaktif khususnya pada mata kuliah *Bakery*. Penelitian ini bertujuan untuk mengembangkan konten pembelajaran interaktif berbasis *Adobe Captivate* yang dapat meningkatkan minat dan motivasi belajar peserta didik. Penelitian ini merupakan jenis penelitian *Research dan Development (R&D)* dengan model pengembangan ADDIE, yang terdiri dari lima tahapan yaitu *Analysis, Design, Development, Implementation, Evaluation*. Hasil kevalidan yang diperoleh dari penelitian ini berdasarkan uji ahli isi serta uji ahli media dan desain yang memperoleh nilai rata – rata sebesar 1,00 yang termasuk ke dalam kategori “Sangat Valid”. Hasil dari uji efektivitas pada penelitian ini dilakukan menggunakan rumus *N-Gain* yang memperoleh nilai efektivitas sebesar 0,75 yang dapat dikategorikan “Efektif”. Berdasarkan dari uji respons peserta didik memperoleh nilai rata – rata sebesar 66 yang dapat dikategorikan “Sangat Positif” dan dari hasil respons pendidik memperoleh nilai rata-rata sebesar 47 yang dapat dikategorikan “Sangat Positif” sehingga konten pembelajaran interaktif ini layak untuk digunakan.

**Kata Kunci :** Konten Pembelajaran Interaktif, *Adobe Captivate, Bakery*

***DEVELOPMENT OF INTERACTIVE LEARNING CONTENT ON THE  
BAKERY COURSE IN UNDIKSHA'S EDUCATIONAL STUDY PROGRAM***

***DEPARTMENT OF CULINARY ARTS***

**Oleh**

**Ni Komang Megawati, Nim. 1815051006**

***Informatics Engineering Education Study Program***

***Departement of Informatics Engineering***

***Faculty of Engineering and Vocational***

***Universitas Pendidikan Ganesha***

***Singaraja***

**Email : [nikomangmegawati1299@gmail.com](mailto:nikomangmegawati1299@gmail.com)**

**ABSTRACT**

*This research is motivated by the lack of understanding and interest in student learning towards the learning process in the Bakery course due to the lack of interactive learning resources, innovation and renewal of learning content that is applied to the learning process, so it is necessary to develop interactive learning content, especially in the Bakery course. This study aims to develop interactive learning content based on Adobe Captivate that can increase students' interest and motivation to learn. This research is a type of Research and Development (R&D) research with the ADDIE development model, which consists of five stages, namely Analysis, Design, Development, Implementation, Evaluation. The results of the validity obtained from this study were based on the content expert test and the media and design expert test which obtained an average value of 1.00 which was included in the "Very Valid" category. The results of the effectiveness test in this study were carried out using the N-Gain formula which obtained an effectiveness value of 0.75 which could be categorized as "Effective". Based on the response test, students obtained an average score of 66 which can be categorized as "Very Positive" and from the results of the teacher's response, they obtained an average value of 47 which can be categorized as "Very Positive" so that this interactive learning content is feasible to use.*

***Keywords : Interactive Learning Content, Adobe Captivate, Bakery***