

PENGEMBANGAN KONTEN INTERAKTIF DENGAN MODEL *BLENDED LEARNING* PADA MATA PELAJARAN PENGOLAHAN DAN PENYAJIAN MAKANAN DI SMK NEGERI 5 NEGARA

Oleh

I Gede Siddha Kriyajanna, NIM 1815051051

Program studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Email: Siddhakriyaa@gmail.com

ABSTRAK

Penelitian ini bertujuan untuk menghasilkan, mengimplementasikan dan mengetahui respon guru serta peserta didik terhadap konten interaktif mata pelajaran pengolahan dan penyajian makanan dengan model blended learning pada kelas XI di SMK Negeri 5 Negara. Metode penelitian yang digunakan yaitu Reasearch and Development: model pengembangan ADDIE dengan lima tahapan analyz, desain, development, implementasion, dan evaluation. Subyek dalam penelitian ini adalah peserta didik dengan jumlah 30 orang kelas XI Peminatan Tata boga di SMK Negeri 5 Negara. Berdasarkan hasil tahapan yang telah dilalui di peroleh sebuah produk konten interaktif dengan menggunakan teknologi Captivate yang di distribusikan melalui LMS Google Classroom dengan hasil perolehan koefisien nilai rata – rata ahli isi, ahli media dan ahli desain sebesar 1.00 yang berada pada kriteria “Sangat Valid” dengan nilai efektifitas produk mendapat perolehan nilai N-Gain sebesar 0,96 dengan kriterian “Efektif” selain itu, hasil rata – rata sekor responden peserta didik sebesar 67,13 dan skor responden guru sebesar 49 yang dimana masuk ke dalam kriteria “Sangat Positif”.

Kata kunci: Konten Interaktif, Blended Learning, dan Pengolahan dan Penyajian Makanan

**DEVELOPMENT OF INTERACTIVE CONTENT WITH A BLENDED LEARNING MODEL ON
FOOD PROCESSING AND SERVING SUBJECTS AT SMK NEGERI 5 NEGARA**

by

I Gede Siddha Kriyajanna, NIM. 1815051051

Informatics Engineering Education Study Program

Informatics Engineering Department

Faculty of Engineering and Vocational

Universitas Pendidikan Ganesha

Email : siddhakriyaa@gmail.com

ABSTRACT

This study aims to produce, implement and determine the responses of teachers and students to interactive content on food processing and serving subjects with a blended learning model in class XI at SMK Negeri 5 Negara. The research method used is Research and Development: ADDIE development model with five stages of analysis, design, development, implementation, and evaluation. The subjects in this study were students with a total of 30 class XI culinary specialties at SMK Negeri 5 Negara. Based on the results that have been passed, an interactive content product using Captivate technology is distributed through the LMS Google Classroom with the results of the acquisition of the coefficient of the average score of content experts, media experts and design experts of 1.00 which is in the "Very Valid" criteria with the score of the effectiveness of the product received an N-Gain score of 0.96 with the criteria of "Effective" besides that, the average score of student respondents was 67.13 and the teacher respondent's score was 49 which entered the "Very Positive" criteria.

Keywords: *Interactive Content, Blended Learning, and Food Processing and Serving*

