

**PENGEMBANGAN KONTEN INTERAKTIF PADA MATA PELAJARAN
KEBUTUHAN DASAR MANUSIA KELAS XI DI SMK KESEHATAN
SURYA MEDIKA KABUPATEN BULELENG**

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ABSTRAK

Pengembangan Konten Interaktif pada pembelajaran Kebutuhan Dasar Manusia sangat diperlukan dalam membantu proses belajar mengajar di SMK Kesehatan Surya Medika. Penelitian ini bertujuan mengembangkan produk konten interaktif, serta mengetahui respons pendidik dan peserta didik terhadap konten interaktif berbasis discovery learning dengan bantuan Adobe Captive dan Augment Reality pada mata pelajaran Kebutuhan Dasar Manusia Hasil dari media ini akan diterapkan atau dijalankan melalui LMS (Learning Management System) yakni Google Classroom. Jenis penelitian yang digunakan adalah R&D (Research and Development) dengan menggunakan model pengembangan ADDIE (Analyze, Design, Development, Implementation Evaluation). Hasil produk konten interaktif pada mata pelajaran kebutuhan dasar manusia berhasil diterapkan berdasarkan uji validasi dari ahli isi ahli media dan desain pembelajaran dengan nilai rata-rata 1,00 dengan kriteria sangat valid. Hasil uji efektivitas dengan menggunakan N-Gain memperoleh nilai 0,83 yang termasuk kriteria tinggi. Hasil perhitungan respon guru dan peserta didik menunjukkan skor rata-rata 67 untuk guru dan 95,7.

Kata Kunci : *Adobe Captive, Discovery learning*, Konten Interaktif, Kebutuhan Dasar Manusia

**DEVELOPMENT OF INTERACTIVE CONTENT IN CLASS XI HUMAN
NEEDS CURRENTS IN SURYA MEDIKA HEALTH VOCATIONAL
SCHOOL, BULELENG REGENCY**

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ABSTRAC

The Development of Interactive Content in learning Basic Human Needs is very important in helping the teaching and learning process at Surya Medika Health Vocational School. This study aims to develop interactive content products, as well as to find out the response of educators and students to interactive content based on discovery learning with the help of Adobe Captive and Augment Reality on the subject of Basic Human Needs. Google Classroom. The type of research used is R&D (Research and Development) using the ADDIE development model (Analyze, Design, Development, Implementation Evaluation). The results of interactive content products on the subject of basic human needs were successfully applied based on validation tests from media content experts and learning design experts with an average value of 1.00 with very valid criteria. The results of the effectiveness test using N-Gain obtained a value of 0.83 which includes high criteria. The results of the calculation of teacher and student responses show an average score of 67 for teachers and 95.7 for students including very positive and very practical categories.

Keywords: Adobe Captive, Discovery learning, Interactive Content, Basic Human Needs