

PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF PADA MATA KULIAH PERKEMBANGAN DAN BELAJAR GERAK

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ABSTRAK

Pada masa pandemi ini pembelajaran di haruskan dilakukan secara daring. Pada saat Proses Pembelajaran Pendidik menggunakan metode ceramah dan media berupa power point. Kurangnya Inovasi dalam merancang sebuah konten pembelajaran interaktif membuat Peserta pendidik kesulitan memahami materi. Hal tersebut perlu adanya Pengembangan Konten Interaktif khususnya pada mata kuliah Perkembangan dan belajar gerak. Penelitian ini bertujuan untuk mengembangkan konten Pembelajaran Interaktif Pada Mata Kuliah Perkembangan dan Belajar Gerak. Penelitian ini merupakan jenis penelitian *Research and Development* (R&D) dan menggunakan metode penelitian MDLC (*Multimedia Development Life Cycle*). MDLC (*Multimedia Development Life Cycle*) terdiri dari 6 tahapan yaitu : *Concept, Design, Material Collecting, Assembly, Testing, dan Distribution*. Berdasarkan hasil pengujian ahli isi mendapatkan rata-rata 1,00 (sangat tinggi) dan uji ahli media mendapatkan rata-rata 0,96 (sangat tinggi). Kemudian uji respon perorangan, kelompok kecil dan lapangan yang dilakukan oleh peserta didik prodi ilmu keolahragaan mendapatkan kualifikasi sangat baik dan tidak perlu direvisi.

Kata Kunci : Perkembangan dan Belajar Gerak, Konten Pembelajaran Interaktif, R&D, MDLC.

**DEVELOPMENT OF INTERACTIVE LEARNING CONTENT IN
DEVELOPMENT AND MOTION LEARNING COURSES**

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ABSTRACT

During this pandemic, learning must be done online. During the learning process, educators use the lecture method and media in the form of power points. Lack of innovation in designing interactive learning content makes it difficult for educator participants to understand the material. This requires Interactive Content Development, especially in the Development and movement learning courses. This study aims to develop interactive learning content in the development and movement learning courses. This research is a type of Research and Development (R&D) research and uses the MDLC (Multimedia Development Life Cycle) research method. MDLC (Multimedia Development Life Cycle) consists of 6 stages, namely: Concept, Design, Material Collecting, Assembly, Testing, and Distribution. Based on the results of the content expert test, the average is 1.00 (very high) and the media expert test is 0.96 (very high). Then the individual, small group and field response tests conducted by sports science study program students received very good qualifications and did not need to be revised.

Keywords: Movement Development and Learning, Interactive Learning Content, R&D, MDLC.