

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
DISCOVERY LEARNING PADA MATA PELAJARAN TATA HIDANG DI
KELAS XI SMK PARIWISATA MENGWITANI**

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan media pembelajaran interaktif berbasis *discovery learning* pada mata pelajaran tata hidang di kelas XI SMK Pariwisata Mengwitani serta untuk mengetahui respon dari guru serta peserta didik mengenai rancangan media pembelajaran interaktif berbasis *discovery learning* pada mata pelajaran tata hidang di kelas XI SMK Pariwisata Mengwitani. Penelitian ini merupakan jenis penelitian pengembangan atau *research & development* (R&D) dengan menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian ini dilaksanakan di kelas XI pada 30 peserta didik dan seorang guru pengampu mata pelajaran tata hidang. Data dalam penelitian ini didapatkan dari angket validitas uji ahli isi, uji ahli media dan desain, uji coba perorangan, uji coba kelompok kecil, uji coba lapangan, respon guru, respon peserta didik, dan uji efektivitas. Hasil perhitungan validitas ahli isi serta ahli media dan desain menunjukkan bahwa tingkat validitas sebesar 1,00 termasuk dalam tingkat validitas “Sangat Tinggi” dengan kriteria “Sangat Valid”. Hasil persentase yang didapatkan dari uji coba perorangan sebesar 92% yang termasuk kualifikasi “Sangat Baik”. Hasil yang didapatkan dari uji coba kelompok kecil termasuk dalam kualifikasi “Baik” dan uji coba lapangan termasuk dalam kualifikasi “Sangat Baik”. Uji Efektivitas memperoleh nilai *N-Gain* sebesar 0,84 sehingga uji efektivitas yang dilaksanakan menunjukkan bahwa produk media pembelajaran interaktif yang dikembangkan memiliki efektivitas “Tinggi”. Hasil rata-rata respon peserta didik yang didapatkan sebesar 65,2 jika dikonversikan kedalam tabel kriteria penggolongan respon menunjukkan termasuk dalam rentangan kategori “Sangat Positif”. Rata-rata kelas (\bar{x}) yang didapatkan dari hasil respon guru sebesar 46 maka termasuk dalam kategori “Sangat Positif”.

Kata Kunci: Media Pembelajaran Interaktif, Tata Hidang, *Discovery Learning*

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASEDD ON
DISCOVERY LEARNING IN TATA HIDANG LESSONS IN CLASS XI SMK
PARIWISATA MENGWITANI**

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ABSTRACT

This study aims to produce discovery learning-based interactive learning media on tata hidang subjects in class XI of Mengwitani Tourism Vocational School and to find out the responses of teachers and students regarding the design of discovery learning-based interactive learning media on tata hidang subjects in class XI of Mengwitani Tourism Vocational School. . This research is a research & development (R&D) type using the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). This research was carried out in class XI with 30 students and a teacher in the subject of culinary arts. The data in this study were obtained from questionnaires on the validity of content expert tests, media and design experts, individual trials, small group trials, field trials, teacher responses, student responses, and effectiveness tests. The results of the calculation of the validity of content experts and media and design experts show that the validity level of 1.00 is included in the "Very High" validity level with the "Very Valid" criteria. The percentage result obtained from individual trials is 92% which includes the "Very Good" qualification. The results obtained from the small group trial were included in the "Good" qualification and the field trial included in the "Very Good" qualification. The Effectiveness Test obtained an N-Gain value of 0.84 so that the effectiveness test carried out showed that the interactive learning media product developed had a "High" effectiveness. The results of the average student response obtained were 65.2 when converted into a response classification criteria table, indicating that it was included in the "Very Positive" category. The class average (x) obtained from the teacher's response is 46, it is included in the "Very Positive" category.

Keywords: *Interactive Learning Media, Adobe Captivate, Discovery Learning*