PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF PADA MATA PELAJARAN *PROJECT* IPAS MATERI ANATOMI DAN FISIOLOGI BERBASIS *PROBLEM BASED LEARNING* DI SMK NEGERI 1 SUKASADA

Oleh

Nengah Ayu Vinka Anggareni, NIM. 1815051073

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Singaraja

Email : ayu.vinka@undiksha.ac.id

ABSTRAK

Tujuan dari penelitian ini yaitu untuk mengembangkan konten pembelajaran interaktif pada mata pelajaran *Projec*t IPAS materi Anatomi dan Fisiologi berbasis *Problem Based Learning* di SMK Negeri 1 Sukasada serta mengetahui respon pendidik dan peserta didik terhadap konten pembelajaran interaktif yang dikembangkan. Penelitin ini menggunakan jenis penelitian *Research and Development* (R&D), dengan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, and Evaluation)*. Subjek dalam penelitian ini berjumlah 33 orang peserta didik kelas X DKV 5 di SMK Negeri 1 Sukasada. Hasil analisis data pada penelitian ini menunjukkan bahwa pengembangan konten pembelajaran interaktif pada mata pelajaran *Projec*t IPAS materi Anatomi dan Fisiologi berbasis *problem based learning* dinyatakan valid, efektif, praktis, serta mampu meningkatkan minat dan hasil belajar peserta didik. Hal tersebut dibuktikan dengan : (1) Hasil penilaian uji ahli isi serta uji ahli media dan desain memperoleh nilai sebesar 1,00 yang termasuk kedalam tingkat validitas "Sangat Valid", (2) Hasil penilaian uji coba perorangan, uji coba kelompok kecil dan uji coba lapangan memperoleh nilai masing-masing sebesar 92%, 91%, dan 90,87% yang mendapatkan kualifikasi "Sangat Baik", (3) Hasil penilaian dari respon pendidik memperoleh nilai 38 yang termasuk kedalam kriteria "Praktis", kemudian respon peserta didik memperoleh nilai 67,48 yang termasuk kedalam kriteria "Sangat Praktis", (4) Perolehan nilai dari angket uji efektivitas dengan memberikan *pre-test* dan *post-test*, memperoleh nilai *N*-Gain sebesar 0,75 sehingga termasuk dalam kriteria "Efektif".
Kata Kunci : Konten Pembelajaran Interaktif, *Project* IPAS, *Problem Based Learning*

DEVELOPMENT OF INTERACTIVE LEARNING CONTENT IN SCIENCE PROJECT IPAS ANATOMY AND PHYSIOLOGY BASED PROBLEM-BASED LEARNING AT SMK NEGERI 1 SUKASADA

By

Nengah Ayu Vinka Anggareni, NIM. 1815051073

Informatics Engineering Education Study Program

Informatics Engineering Department

Faculty of Engineering and Vocational

Universitas Pendidikan Ganesha

Singaraja

Email : ayu.vinka@undiksha.ac.id

ABSTRACT

The purpose of this research is to develop interactive learning content on the subject matter of Project IPAS Anatomy and Physiology-based Problem Based Learning at SMK Negeri 1 Sukasada and to find out the response of educators and students to interactive learning content. This research uses Research and Development (R&D) research, with the ADDIE development model (Analyze, Design, Development, Implementation, and Evaluation). The subjects were 33 students of class X DKV 5 at SMK Negeri 1 Sukasada. The results of data analysis in this study indicate that the development of interactive learning content is valid, effective, practical, and able to increase students' interest and learning outcomes. This is proven by (1) The results of the content expert test assessment as well as the media and design expert test obtained a value of 1.00 which was included in the "Very Valid" validity level, (2) The results of individual trials, small group trials and field trials obtained scores of 92%, 91%, and 90.87%, respectively, which earned the qualification "Very Good" (3) The results of the assessment of the teacher's response obtained a score of 38 which was included in the "Practical" criteria, then the student response scored 67.48 which was included in the "Very Practical" criteria, (4) The value obtained from the effectiveness test questionnaire by giving pre-test and post-test, obtained an N-Gain value of 0.75 so that it is included in the "Effective" criteria.

***Keywords** : Interactive Learning Content, Project IPAS, Problem Based Learning*