

PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF PADA MATA PELAJARAN ILMU GIZI MATERI MENU SEIMBANG MANULA BERBASIS *DISCOVERY LEARNING* DI KELAS X TATA BOGA SMK NEGERI 1 GEROKGAK

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ABSTRAK

Penyampaian materi mata pelajaran Ilmu Gizi masih bersumber dari buku paket Ilmu Gizi saja, dan guru masih menggunakan metode ceramah dalam menyampaikan materi pelajaran sehingga belum dapat dengan maksimal menunjang prestasi siswa. Penelitian ini bertujuan untuk menghasilkan dan mengimplementasikan serta mengetahui respon pengalaman pengguna terhadap pengembangan konten pembelajaran interaktif pada mata pelajaran Ilmu Gizi materi menu seimbang manula berbasis *discovery learning* kelas di X Tata Boga SMK Negeri 1 Gerokgak. Metode yang digunakan dalam penelitian ini adalah *research and development* dengan model pengembangan ADDIE yaitu, *analyze, design, development, implementation* dan *evaluation*. Subjek penelitian ini adalah 30 orang peserta didik kelas X Tata Boga 1 di SMK Negeri 1 Gerokgak. Berdasarkan tahap yang telah dilalui, diperoleh sebuah produk konten pembelajaran interaktif menggunakan software utama Adobe Captivate berbasis *discovery learning* yang didistribusikan melalui *Google Classroom* dengan perolehan validitas ahli isi sebesar 1,00 berada pada kriteria “Sangat Valid” dan tingkat validitas ahli media sebesar 1,00 berada pada kriteria “Sangat Valid”, uji coba perorangan memperoleh nilai 96%, uji coba kelompok kecil memperoleh nilai 91%, uji coba lapangan memperoleh nilai 91,63%. Selain itu, hasil uji respon pengalaman pengguna memperoleh nilai *attractiveness* atau daya tarik memperoleh nilai (*Excellent*), pada *Pragmatic Quality* yang meliputi aspek kejelasan (*perspicuity*), efisiensi (*efficiency*), dan pada aspek ketepatan (*dependability*) dengan memperoleh nilai (*excellent*). Selanjutnya pada *Hedonic Quality* yang aspek stimulasi (*stimulation*), dan aspek kebaruan (*novelty*) dengan memperoleh nilai (*excellent*). Serta uji efektifitas menggunakan rumus N-Gain mendapat nilai 0,78 (efektif).

Kata Kunci: *Discovery Learning*, Konten Pembelajaran Interaktif, Ilmu Gizi

**DEVELOPMENT OF INTERACTIVE LEARNING CONTENT IN
THE SUBJECT OF NUTRITION SCIENCE BALANCED MENU
MATERIALS BASED ON DISCOVERY LEARNING IN CLASS X
CULLINARY ART SMK NEGERI 1 GEROKGAK**

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ABSTRCK

The delivery of Nutrition Science subject matter is still sourced from Nutrition Science textbooks only, and teachers still use the lecture method in conveying subject matter so they cannot maximally support student achievement. This study aims to produce and implement and find out the response of user experience to the development of interactive learning content in the Nutrition Science subject for seniors' balanced menu material based on discovery learning for class X Culinary at SMK Negeri 1 Gerokgak. The method used in this research is research and development with the ADDIE development model namely, analyze, design, development, implementation and evaluation. The subjects of this study were 30 students of Class X Culinary 1 at SMK Negeri 1 Gerokgak. Based on the stages that have been passed, an interactive learning content product is obtained using the main software Adobe Captivate based on discovery learning which is distributed through Google Classroom with the acquisition of content expert validity of 1.00 in the criteria of "Very Valid" and a media expert validity level of 1.00. are in the criteria of "Very Valid", individual trials obtain a value of 96%, small group trials obtain a value of 91%, field trials obtain a value of 91.63%. In addition, the results of the user experience response test obtained an attractiveness value or the attractiveness obtained a value (Excellent), on Pragmatic Quality which included aspects of clarity (perspicuity), efficiency (efficiency), and on aspects of dependability by obtaining excellent values. Furthermore, in Hedonic Quality, the aspects of stimulation (stimulation), and aspects of novelty (novelty) by obtaining value (excellent). And the effectiveness test using the N-Gain formula gets a value of 0.78 (effective).

Keywords: *Discovery Learning, Interactive Learning Content, Nutrition Science*