

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
DISCOVERY LEARNING PADA MATA PELAJARAN DASAR-DASAR
KULINER KELAS X DI SMK NEGERI 2 SINGARAJA**

Oleh

Dedy Yusuf Santosa, NIM 1815051107

Program studi pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Singaraja

Email : dedy.id54@gmail.com

ABSTRAK

Penelitian ini bertujuan menghasilkan dan mengetahui respon guru dan peserta didik terhadap pengembangan media pembelajaran interaktif berbasis discovery learning pada mata pelajaran dasar-dasar kuliner kelas X di SMK Negeri 2 Singaraja. Jenis penelitian ini yang digunakan yaitu Research & Development (R&D), dengan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian ini dilakukan di kelas X di SMK Negeri 2 Singaraja kepada 35 peserta didik dan seorang guru yang mengampu mata pelajaran dasar-dasar kuliner. Pengumpulan data dalam penelitian ini diperoleh dengan menggunakan lembar validasi ahli, angket uji coba perorangan, uji kelompok kecil, uji coba lapangan, uji coba respon peserta didik dan guru. Hasil dari perhitungan uji ahli isi, desain dan media pembelajaran masing-masing memperoleh skor sebesar 1,00 yaitu masuk tingkat validitas sangat tinggi. Uji efektivitas dengan memberikan pretest dan posttest memperoleh hasil perhitungan N-Gain sebesar 0,59 yaitu masuk interpretasi tinggi, sedangkan untuk hasil perhitungan uji respon peserta didik dan guru memperoleh sebesar 84,42 dan 44 yaitu masuk kriteria sangat praktis . Maka dari itu penelitian ini dapat disimpulkan bahwa media pembelajaran interaktif berbasis *discovery learning* pada mata pelajaran dasar-dasar kuliner menunjukkan kriteria kualitas produk yaitu valid, sangat praktis dan efektif.

Kata Kunci: Media Pembelajaran Interaktif, *Discovery Learning*, Dasar-Dasar Kuliner

***DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED
DISCOVERY LEARNING IN CULINARY BASIC
CLASS X CULINARY AT SMK NEGERI 2 SINGARAJA***

By

Dedy Yusuf Santosa, NIM 1815051107

Informatics Engineering education study program

Informatics Engineering

Engineering and Vocational Faculty

Ganesha University of Education

Singaraja

Email : dedy.id54@gmail.com

ABSTRACT

This study aims to produce and determine the response of teachers and students to the development of interactive learning media based on discovery learning in class X culinary basics at SMK Negeri 2 Singaraja. This type of research used is Research & Development (R&D), with the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). This research was conducted in class X at SMK Negeri 2 Singaraja with 35 students and a teacher who teaches culinary basics subjects. Data collection in this study was obtained using expert validation sheets, individual test questionnaires, small group trials, field trials, student and teacher response trials. The results of the calculation of the content expert test, design and instructional media each obtained a score of 1.00 which is very high validity level. The effectiveness test by giving the pretest and posttest obtained the results of the N-Gain calculation of 0.59, which is included in the high interpretation, while for the results of the calculation of the student and teacher response tests, the results obtained were 84.42 and 44, which were included in very practical criteria. Therefore from this study it can be concluded that discovery learning-based interactive learning media in culinary basics subjects shows product quality criteria that are valid, very practical and effective.

Keywords: Interactive Learning Media, Discovery Learning, Culinary Basics