

**PENGEMBANGAN MEDIA INTERAKTIF MATERI TOLAK PELURU
BERSTRATEGI BLENDED LEARNING DI SMP N 3 SINGARAJA**

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ABSTRAK

Dalam kegiatan pembelajaran pendidikan olahraga jasmani dan kesehatan materi tolak peluru sumber belajarnya masih menggunakan video dari youtube dan buku paket sehingga menimbulkan hambatan dalam proses pemberian materi. Selain itu alat peraga berupa peluru saat pembelajaran juga masih sedikit yang menyebabkan kendala saat siswa melakukan praktik. Penelitian ini bertujuan untuk menghasilkan dan mengimplementasikan serta mengetahui respon guru dan peserta didik terhadap media interaktif materi tolak peluru dengan model pembelajaran blended learning di kelas VIII mata pelajaran Pendidikan Jasmani Olahraga dan Kesehatan di SMP N 3 Singaraja. Pengembangan ADDIE yang terdiri tahapan analyze, design, development, implementation dan evaluation. Subjek dalam penelitian ini merupakan peserta didik dengan jumlah 30 orang kelas VIIC di SMP N 3 Singaraja. Berdasarkan hasil tahapan yang telah dilalui diperoleh produk media interaktif dengan menggunakan teknologi Captivate yang di distribusikan melalui LMS Google Classroom dengan hasil perolehan koefisien nilai rata-rata ahli isi, ahli media dan desain sebesar 1.00 yang berada pada kriteria ‘Sangat Valid’ dengan nilai efektifitas produk mendapat perolehan N-Gain sebesar 0,80 dengan kriteria ‘Efektif’ selain itu hasil rata-rata skor responden peserta didik sebesar 62,5 dan skor responden guru sebesar yang dimana masuk kriteria ‘Sangat Positif’.

Kata kunci : Media Interaktif, Blended Learning dan Tolak Peluru

**DEVELOPMENT OF INTERACTIVE MEDIA BLENDED LEARNING
STRATEGY BLENDED LEARNING MATERIALS AT SMP N 3 SINGARAJA**

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ABSTRACT

In learning activities for physical sports and health education, the material for shot puts is still using videos from YouTube and textbooks, causing obstacles in the process of providing material. In addition, there are still few teaching aids in the form of bullets which cause problems when students practice. This study aims to produce and implement as well as to determine the response of teachers and students to interactive media bullet put material with a blended learning learning model in class VIII of Physical Education, Sports and Health subjects at SMP N 3 Singaraja. ADDIE development which consists of analyze, design, development, implementation and evaluation stages. The subjects in this study were 30 students in class VIIC at SMP N 3 Singaraja. Based on the results of the stages that have been passed, interactive media products are obtained using Captivate technology which are distributed through LMS Google Classroom with the results of the acquisition of the coefficient of the average value of content experts, media experts and design experts of 1.00 which is in the 'Very Valid' criteria with the value of product effectiveness. got an N-Gain of 0.80 with the criteria of "Effective" in addition to that the average score of the student respondents was 62.5 and the teacher's respondent score was which included the "Very Positive" criteria.

Keywords: Interactive Media, Blended Learning and Bullet Reject