

**PENGEMBANGAN KONTEN INTERAKTIF MATA KULIAH  
PRESERVASI PANGAN BERBASIS *PROJECT BASED E-LEARNING*  
PADA PRODI PENDIDIKAN VOKASIONAL SENI KULINER DI  
UNIVERSITAS PENDIDIKAN GANESHA**

**Oleh**

**Ni Putu Serly Widyaningsih, NIM. 1815051053**

**Program Studi Pendidikan Teknik Informatika**

**Jurusan Teknik Informatika**

**Fakultas Teknik dan Kejuruan**

**Universitas Pendidikan Ganesha**

**Singaraja**

**Email: [serly@undiksha.ac.id](mailto:serly@undiksha.ac.id)**

**ABSTRAK**

Penelitian ini bertujuan untuk menghasilkan dan mengimplementasikan serta mendeskripsikan pengalaman pengguna yang melibatkan pendidik dan peserta didik terhadap pengembangan konten interaktif mata kuliah Preservasi Pangan berbasis *project based e-learning* pada prodi Pendidikan Vokasional Seni Kuliner di Universitas Pendidikan Ganesha, penelitian ini merupakan penelitian pengembangan atau Research and Development dengan menggunakan model pengembangan ADDIE, subjek penelitian ini adalah peserta didik semester 4 program studi Pendidikan Vokasional Seni Kuliner dan satu dosen pengampu mata kuliah Preservasi Pangan, berdasarkan tahapan yang telah dilalui menghasilkan konten interaktif pada mata kuliah preservasi pangan dengan menggunakan *Adobe Captivate* berbasis *project based learning*, dengan perolehan koefisien ahli isi dan ahli media sebesar 1.00 dengan kriteria “Sangat Valid”, kemudian pada uji coba perorangan memperoleh presentase sebesar 91,55% dengan kualifikasi “Sangat Baik”, uji coba kelompok kecil memperoleh presentase 91,2% dengan kualifikasi “Sangat Baik”, selanjutnya pada uji coba lapangan memperoleh presentase 90,7% dengan kualifikasi “Sangat Baik”, Hasil uji efektivitas dengan perhitungan N-gain memperoleh nilai 0,80 dengan kriteria Efektif, selain itu hasil dari uji pengalaman pengguna pada aspek daya Tarik (*attractiveness*), kejelasan (*perspicuity*), ketepatan (*dependability*), stimulasi dan kebaruan memperoleh kategori “sangat baik (*Excellent*)” serta pada aspek efisiensi (*efficiency*) memperoleh kategori “Baik (*Good*)”.

**Kata Kunci :** *Project Based Learning*, Konten Interaktif, Preservasi Pangan

**DEVELOPMENT OF INTERACTIVE LEARNING CONTENT  
FOR FOOD PRESERVATION COURSES BASED ON PROJECT BASED E-  
LEARNING IN VOCASIONAL EDUCATION PROGRAM OF CULINARY  
ARTS AT GANESHA EDUCATION UNIVERSITY**

*By*

**Ni Putu Serly Widyaningsih, NIM. 1815051053**

**Informatics Engineering Education Study Program**

**Department of Informatics Engineering**

**Faculty of Engineering and Vocational**

**Ganesha University of Education**

**Singaraja**

**Email: [serly@undiksha.ac.id](mailto:serly@undiksha.ac.id)**

**ABSTRACT**

*This study aims to generate and implement and describe user experiences that involve educators and students in development of interactive learning content for food preservation courses based on project based e-learning in Vocasional Education Program of Culinary Arts at Ganesha Education University, This research is a type of Development Research and uses the ADDIE model, The subjects in this study were 4th semester students of the Culinary Arts Vocational Education study program and one lecturer in charge of the Food Preservation course, based on the stages that have been passed to produce interactive content in food preservation courses using adobe captivate based on project based learning, with the acquisition of the coefficient of content experts and media experts of 1.00 with the criteria of "Very Valid", then in individual trials, the percentage is 91.55% with "Very Good" qualifications, small group trials get a percentage of 91.2% with "Very Good" qualifications, then in the field trials, 90.7% with qualifications " Very Good", The results of the effectiveness test with the N-gain calculation obtained a value of 0.80 with the criteria of Effective, In addition, the results of the user experience test on the attractiveness, perspicuity, dependability, stimulation and novelty aspects obtained the "Excellent" category and the efficiency aspect obtained the "Good" category.*

**Keywords:** *Project-Based Learning, Interactive Content, Food Preservation*