

**PENGEMBANGAN KONTEN MEDIA INTERAKTIF BERBASIS 3D
SIMULATION DENGAN MODEL PBL PADA MATA KULIAH
PENGANTAR ASUHAN KEBIDANAN**

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ABSTRAK

Dampak Covid-19 menyebabkan mahasiswi program studi D3 Kebidanan Universitas Pendidikan Ganesha mengalami kendala dalam proses perkuliahan tanpa alat peraga yang biasa digunakan dalam ruang laboratorium, selain itu penggunaan metode mengajar yang konvensional belum mampu meningkatkan pemahaman mahasiswi terhadap materi yang diberikan secara signifikan. Maka dari itu perlu dilakukan penelitian mengenai pengembangan konten media interaktif berbasis 3D simulation dengan model PBL pada mata kuliah pengantar asuhan kebidanan yang dapat memudahkan mahasiswi dalam mencapai tujuan perkuliahan secara efektif dan efisien. Penelitian ini bertujuan untuk mengimplementasikan konten media interaktif berbasis 3D simulation dengan model PBL pada mata kuliah pengantar asuhan kebidanan serta mengetahui respon mahasiswi dan para ahli terhadap konten media interaktif berbasis 3D simulation dengan model PBL pada mata kuliah pengantar asuhan kebidanan. Metode penelitian yang digunakan oleh peneliti adalah Research and Development (R & D) pada materi menggunakan model pengembangan MDLC (Multimedia Development Life Cycle) dengan enam tahapan, yaitu tahap concept (pengonsepan), tahap design (perancangan), tahap material Collecting (pengumpulan bahan), tahap assembly (pembuatan), tahap testing (pengujian) dan tahap distribution (pendistribusian). Beberapa pengujian dilakukan untuk mengetahui tingkat keefektifan konten media interaktif perkembangan tulang panggul, yang di antaranya ialah uji ahli isi dengan hasil 1.00% dengan masuk kategori sangat valid, uji ahli media mendapatkan hasil representasi 1.00% dengan masuk kategori sangat valid dengan adanya revisi, respon uji perorangan dengan persentase sebesar 98,67%, hasil respon uji kelompok kecil dengan persentase sebesar 98,93%, hasil uji lapangan dengan persentase sebesar 98,89% dan hasil dari uji efektivitas dengan memperoleh rata-rata N-Gain sebesar 0,74 masuk kategori sangat valid.

Kata Kunci: *Media, Multimedia Interaktif, Konten Pembelajaran Interaktif, Media Pembelajaran, Problem Based Learning*

***DEVELOPMENT OF INTERACTIVE MEDIA CONTENT BASED ON 3D
SIMULATION WITH PBL MODEL IN THE INTRODUCTORY COURSE OF
MIDWIFERY CARE***

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ABSTRACT

The impact of Covid-19 has caused students of the D3 Midwifery study program at Ganesha University of Education to experience problems in the lecture process without props commonly used in laboratory rooms, besides that the use of conventional teaching methods has not been able to significantly increase students' understanding of the material provided. Therefore, it is necessary to conduct research on the development of interactive media content based on 3D simulation with the PBL model in the introductory obstetric care course that can make it easier for students to achieve lecture goals effectively and efficiently. This study aims to implement 3D simulation-based interactive media content with the PBL model in the introductory obstetric care course and find out the response of female students and experts to 3D simulation-based interactive media content with the PBL model in the introductory obstetric care course. The research method used by researchers is Research and Development (R & D) on the material using the MDLC (Multimedia Development Life Cycle) development model with six stages, namely the concept stage (drafting), the design stage (design), the material Collecting stage (material collection), the assembly stage (making), the testing stage (testing) and the distribution stage (distribution). Several tests were carried out to determine the level of effectiveness of interactive media content for pelvic bone development, which included a content expert test with a result of 1.00% with a very valid category, the media expert test got a 1.00% representation result by entering the very valid category with a revision, individual test responses with a percentage of 98.67%, small group test response results with a percentage of 98.93%, field test results with a percentage of 98.89% and results from effectiveness tests by obtaining an average N-Gain of 0.74 are in the very valid category.

Keyword: Media, Interactive Multimedia, Interactive Learning Content, Learning Media, Problem Based Learning