

**PENGEMBANGAN E-MODUL INTERAKTIF BERBASIS *DISCOVERY LEARNING* PADA MATERI CHSE DAN KEAMANAN PANGAN SERTA KEBERSIHAN DAN SANITASI RUANG DAPUR DAN PERALATAN KELAS X DI SMKS PARIWISATA WERDHI SILA KUMARA**

Oleh

**I Putu Bagus Aryanto Arka Putra, NIM 1815051100**

**Program Studi Pendidikan Teknik Informatika**

**ABSTRAK**

Penelitian ini mempunyai tujuan guna memperoleh serta mencari tahu respons guru serta peserta didik terhadap pengembangan e-modul interaktif berbasis *discovery learning* pada materi CHSE dan Keamanan Pangan serta Kebersihan dan Sanitasi Ruang Dapur dan Peralatan kelas X di SMKS Pariwisata Werdhi Sila Kumara. Penelitian ini berjenis *Research & Development* (R&D) bermodelkan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian ini dilaksanakan kepada kelas X di SMKS Pariwisata Werdhi Sila Kumara pada 30 siswa serta guru yang memegang mata pelajaran dasar-dasar kuliner khususnya materi CHSE dan Keamanan Pangan serta Kebersihan dan Sanitasi Ruang Dapur dan Peralatan. Hasil dari pengembangan e-modul interaktif dilaksanakan proses uji ahli yang memperoleh koefisien validitas ahli isi senilai 1,00 berkriteria sangat valid, pengalkulasian uji respons peserta didik serta guru mendapat rerata senilai 68,67 serta 50 berkriteria sangat praktis. Dengan demikian bisa ditarik simpulan bahwasanya pengembangan e-modul interaktif berbasis *discovery learning* pada materi CHSE dan Keamanan Pangan serta Kebersihan dan Sanitasi Ruang Dapur dan Peralatan memperoleh kriteria kualitas produk yang sangat valid, sangat praktis serta efektif.

**Kata kunci:** E-Modul Interaktif, *Discovery learning*, Materi CHSE dan Keamanan Pangan serta Kebersihan dan Sanitasi Ruang Dapur dan Peralatan

**THE DEVELOPMENT OF INTERACTIVE E-MODULES BASED ON  
DISCOVERY LEARNING ON CHSE MATERIALS AND FOOD SAFETY  
AND KITCHEN ROOM CLEANLINESS AND SANITATION AND  
EQUIPMENT X CLASS AT WERDHI SILA KUMARA TOURISM PRIVATE  
VOCATIONAL SCHOOL**

**By**

**I Putu Bagus Aryanto Arka Putra, NIM 1815051100**

**Education of Informatics Engineering Study Program**

**ABSTRACT**

*This study aims to produce and determine the response of teachers and students toward the development of interactive e-modules based on discovery learning on CHSE material and food safety as well as cleanliness and sanitation of kitchen rooms and equipment X class at the SMKS Pariwisata Werdhi Sila Kumara. This research used Research & Development (R&D) with the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. This research is conducted for X class at the SMKS Pariwisata Werdhi Sila Kumara with 30 students and a teacher who teaches culinary basics, especially CHSE material and food safety, as well as cleanliness and sanitation of kitchen rooms and equipment. The results of interactive e-module development were subjected to an expert test, which yielded a content expert validity coefficient of 1.00, which is in the "Very Valid" criteria, and a media expert validity coefficient of 1.00, which is in the "Very Valid" criteria. Instead, the average scores from the teachers' and students' answer tests included in the "Very Practical" measures were 68.67 and 50, respectively. Therefore, the development of interactive e-modules based on discovery learning about CHSE material and food safety, as well as cleanliness and sanitation of kitchen rooms and equipment, can be concluded to demonstrate product quality criteria that are highly relevant, extremely practical, and effective.*

**Keywords:** *Interactive E-Module, Discovery learning, CHSE Material, Food Safety and Cleanliness, and Sanitation of Kitchen Rooms and Equipment*