

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS  
DISCOVERY LEARNING PADA MATA PELAJARAN KETERAMPILAN  
DASAR TINDAKAN KEPERAWATAN DI SMK KESEHATAN BALI**

**KHRESNA MEDIKA**

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**ABSTRAK**

Penelitian ini bertujuan untuk menghasilkan media pembelajaran interaktif pada mata pelajaran keterampilan dasar tindakan keperawatan yang diimplementasikan serta mendeskripsikan pengalaman pengguna yang melibatkan pendidik dan peserta didik terhadap penggunaan media pembelajaran interaktif pada mata pelajaran keterampilan dasar tindakan keperawatan di SMK Kesehatan Bali Khresna Medika. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) dengan menggunakan model pengembangan ADDIE yaitu *analyze, design, development, implementation* dan *evaluation*. Subjek penelitian ini adalah peserta didik kelas XI Keperawatan dan satu orang guru pengampu mata pelajaran keterampilan dasar tindakan keperawatan. Berdasarkan tahapan yang telah dilalui, diperoleh sebuah produk pengembangan media pembelajaran interaktif menggunakan teknologi *Adobe Captivate* berbasis *discovery learning* dengan perolehan koefisien validitas ahli isi sebesar 1,00 berada pada kriteria “Sangat Valid dan tingkat validitas dengan koefisien validitas ahli media sebesar 1,00 berada dengan kriteria “Sangat Valid”. Hasil uji efektivitas dengan perhitungan N-gain memperoleh nilai 0,74 dengan kriteria Efektif, hasil dari uji pengalaman pengguna (*UEQ*) pada aspek daya Tarik (*attractiveness*), kejelasan (*perspicuity*), efisiensi (*efficiency*) ketepatan (*dependability*), stimulasi (*stimulation*) dan kebaruan (*novelty*) memperoleh kategori “sangat baik (*Excellent*)” dengan hasil nilai rata-rata perhitungan benchmark diatas 2,00.

**Kata Kunci :** Media Interaktif, Mata Pelajaran Keterampilan Dasar Tindakan Keperawatan, *Discovery Learning*, *Adobe Captivate*

***DEVELOPMENT OF DISCOVERY LEARNING-BASED INTERACTIVE  
LEARNING MEDIA ON THE SUBJECT OF BASIC SKILLS OF NURSING  
ACTION AT SMK KESEHATAN BALI KHRESNA MEDIKA***

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**ABSTRACT**

The purpose of this study is to create and implement interactive learning media in the subject of basic nursing action skills, as well as to describe user experiences involving educators and students in the use of interactive learning media in the subject of basic nursing action skills at the Bali Khresna Medika Health Vocational School. This research is research and development (RD) employing the ADDIE development paradigm, which stands for analyze, design, development, implementation, and evaluation. The subjects of this study were nursing students in class XI and one teacher who taught the fundamentals of nursing activity. Based on the stages completed, an interactive learning media development product is obtained using Adobe Captivate technology based on discovery learning with a content expert validity coefficient of 1.00 being in the criteria of "Very Valid" and a level of validity with a media expert validity coefficient of 1.00 being in the criteria of "Very Valid." The results of the effectiveness test with the N-gain calculation obtained a value of 0.74 with the Effective criteria, and the results of the user experience test (UEQ) on the aspects of attractiveness, clarity (perspicuity), efficiency (efficiency), accuracy (dependability), stimulation (stimulation), and novelty received the category of "Excellent" with an average benchmark score above 2.00.

***Keyword : Interactive Media, Subjects Basic Skills Action Nursing, Discovery Learning, Adobe Captivate***