

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF PADA
MATA PELAJARAN DASAR DASAR PROGRAM KEAHLIAN KULINER
ELEMEN MENYAJIKAN HIDANGAN JURUSAN TATA BOGA DI
KELAS X SMK NEGERI 2 KUBU**

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ABSTRAK

Kualitas belajar peserta didik menurun akibat loss learning, serta minat belajar menurun. Pembelajaran konvensional tidak efektif dan membuat peserta didik kurang tertarik. Peserta didik kelas X Kuliner di SMK Negeri 2 Kubu mengalami masalah serupa dalam mata pelajaran dasar-dasar program keahlian kuliner elemen menyajikan hidangan. Penanganannya adalah pengembangan media pembelajaran interaktif menggunakan *Adobe Captivate*. Metode penelitian yang digunakan adalah Research and Development (R&D) dengan model ADDIE. Expert Review yaitu uji ahli isi dan uji ahli media dan desain pembelajaran mendapatkan hasil yang sangat baik sebesar 1,00. Uji coba dilakukan dengan One-to-One Learner, Small Group, dan Field Trial oleh peserta didik kelas X dan XI Kuliner. Hasilnya sangat baik dengan rerata respon peserta didik sebesar 66,45 menunjukkan peningkatan minat belajar.

Kata Kunci: Media pembelajaran interaktif, Loss Learning, Kuliner

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA FOR THE
FUNDAMENTALS OF CULINARY SKILLS PROGRAM, ELEMENTS OF
SERVING DISHES, IN CLASS X OF SMK NEGERI 2 KUBU**

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ABSTRACT

The declining quality of students' learning due to loss learning, as well as a decrease in learning interest. Conventional teaching methods are ineffective and result in students being less engaged. Class X Culinary students at SMK Negeri 2 Kubu face similar issues in the fundamentals of culinary skills, specifically in the element of serving dishes. The solution is the development of interactive learning media using Adobe Captivate. The research method used is Research and Development (R&D) with the ADDIE model. The Expert Review, consisting of content experts and media and instructional design experts, yielded excellent results with a score of 1.00. Trials were conducted with One-to-One Learner, Small Group, and Field Trial approaches involving Class X and XI Culinary students. The results were highly favorable, with an average student response rate of 66.45 indicating an improvement in learning interest.

Keyword: *Interactive learning media, loss learning, culinary.*