

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
DISCOVERY LEARNING PADA MATA PELAJARAN *HOUSEKEEPING* DI
SMK NEGERI 1 SINGARAJA**

Oleh

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ABSTRAK

Sumber belajar yang di berikan guru kepada siswa yang hanya bersifat tekstual saja, kurang adanya kreaksi seperti gambar, audio, ataupun video yang bisa menjelaskan isi materi secara rinci dan menarik. Penelitian ini memiliki tujuan untuk menghasilkan dan mengetahui respon guru dan peserta didik terhadap pengembangan media pembelajaran interaktif berbasis *Discovery Learning* pada pembelajaran HouseKeeping, khususnya materi Penataan Taman untuk kelas XI di SMK Negeri 1 Singaraja. Jenis penelitian yang digunakan adalah *Research & Development* (R&D), dengan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian dilakukan untuk kelas XI SMK Negeri 1 Singaraja pada 1 kelas dengan jumlah murid sekitar 33 siswa dan seorang guru yang mengampu mata pelajaran HouseKeeping. Pengumpulan data dalam penelitian ini akan didapatkan dengan menggunakan lembar validasi ahli, angket uji coba perorangan, angket uji coba kelompok kecil, angket uji coba lapangan, angket uji respon peserta didik dan guru. Kemudian hasil dari perhitungan uji ahli isi, desain dan media pembelajaran masing-masing memperoleh rata-rata skor sebesar 1,00, sedangkan untuk hasil perhitungan uji respon peserta didik dan guru memperoleh rata-rata sebesar 44,42 dan 47 yaitu termasuk dalam kriteria sangat praktis. Sehingga, penelitian ini dapat disimpulkan bahwa pengembangan media pembelajaran interaktif berbasis *Discovery Learning* pada mata pelajaran HouseKeeping menunjukkan kriteriakualitas produk yaitu sangat valid dan sangat praktis.

Kata kunci: *Discovery Learning*, media Interaktif, *HouseKeeping*

***DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON
DISCOVERY LEARNING IN HOUSEKEEPING SUBJECT AT SMK NEGERI 1
SINGARAJA***

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ABSTRACT

The learning resources provided by the teacher to students are only textual in nature, there is a lack of creations such as pictures, audio or video which can explain the content of the material in detail and interestingly. This study aims to produce and find out the response of teachers and students to the development of interactive learning media based on Discovery Learning in HouseKeeping learning, especially Garden Management material for class XI at SMK Negeri 1 Singaraja. The type of research used is Research & Development (R&D), with the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The research was conducted for class XI SMK Negeri 1 Singaraja in 1 class with a total of around 33 students and a teacher who teaches the HouseKeeping subject. Data collection in this study was obtained using expert validation sheets, individual trial questionnaires, small group trial questionnaires, field trial questionnaires, student and teacher response questionnaires. Then the results of the calculation of the content expert test, design and instructional media each obtained an average score of 1.00, while for the calculation results of the student and teacher response tests obtained an average of 44.42 and 47 which were included in the very criteria. practical. So, this research can be concluded that the development of interactive learning media based on Discovery Learning in the HouseKeeping subject shows product quality criteria that are very valid and very practical.

Keywords: Discovery Learning, Interactive media, HouseKeeping