PENGEMBANGAN MEDIA INTERAKTIF BERBASI *DISCOVERY LERANING* PADA MATA PELAJARAN PENYAJIAN MAKANAN DAN MINUMAN KELAS XI DI SMK N 1 SERIRIT

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media interaktif berbasis Discovery Learning dalam pembelajaran penyajian makanan dan minuman di kelas XI SMK N 1 Seririt. Penelitian ini menggunakan pendekatan pengembangan media yang melibatkan beberapa tahap, seperti analisis kebutuhan, desain, pengembangan, implementasi, dan evaluasi. Metode penelitian yang digunakan adalah penelitian pengembangan atau Research and Development (R&D). Subjek penelitian ini adalah siswa kelas XI di SMK N 1 Seririt. Data dikumpulkan melalui observasi, wawancara, dan angket. Selain itu, uji coba lapangan dilakukan untuk mengukur efektivitas media interaktif yang dikembangkan. Hasil penelitian menunjukkan bahwa media interaktif berbasis Discovery Learning dapat meningkatkan pemahaman siswa dalam mata pelajaran penyajian makanan dan minuman. Siswa lebih aktif dan antusias dalam proses pembelajaran, serta mampu mengembangkan keterampilan praktis mereka. Evaluasi dari guru dan siswa menunjukkan respons positif terhadap penggunaan media interaktif ini yang dibuktikan melalui hasil uji coba kelompok kecil dan uji coba lapangan. Pada hasil uji coba kelompok kecil menghasilkan 91.5% serta uji coba lapangan menghasilkan 92.21%.

Kata Kunci : Media Interaktif, *Discovery Learning,* Penyajian Makanan dan Minuman, Research and Development (R&D).

"DEVELOPMENT OF INTERACTIVE MEDIA BASED ON DISCOVERY LEARNING IN THE SUBJECT OF FOOD AND BEVERAGE PRESENTATION FOR GRADE XI AT SMK N 1 SERIRIT"

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ABSTRACT

This research aims to develop Discovery Learning-based interactive media for teaching food and beverage presentation in Grade XI at SMK N 1 Seririt. The study employs a media development approach, involving several stages such as needs analysis, design, development, implementation, and evaluation. The research method used is Research and Development (R&D). The research subjects are Grade XI students at SMK N 1 Seririt. Data were collected through observation, interviews, and questionnaires. Additionally, field trials were conducted to measure the effectiveness of the developed interactive media. The research results indicate that Discovery Learning-based interactive media can enhance students' understanding of the subject of food and beverage presentation. Students are more active and enthusiastic in the learning process and are able to develop their practical skills. Evaluation from both teachers and students shows a positive response to the use of this interactive media, as evidenced by the results of small group testing and field trials. Small group testing resulted in 91.5%, while field trials produced 92.21% success rates.

Keywords: *Interactive Media, Discovery Learning, Food and Beverage Presentation, Research and Development (R&D).*