

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF  
ISPRING SUITE 10 DENGAN STRATEGI BLENDED LEARNING  
PADA MATA PELAJARAN TIPOGRAFI DI SMK NEGERI 3  
SINGARAJA**

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ABSTRAK**

Pembelajaran yang menggunakan strategi PBL (Project Based Learning), diterapkan kepada siswa kelas X SMK Negeri 3 Singaraja di jurusan DKV (Desain Komunikasi Visual) pada mata pelajaran Tipografi. Serta keterlibatan media lain seperti materi berupa teks, gambar dan video. Namun masih terdapat kesulitan belajar pada siswa, yakni dari 28 siswa dalam satu kelas, terdapat 43.3% siswa ragu-ragu, 36.7% siswa tidak setuju, 16.7% siswa setuju dan sisanya 3.3% siswa sangat setuju bahwa mata pelajaran Tipografi di sekolah “sulit” dipahami. Solusi yang ditawarkan yaitu mengembangkan media interaktif pada mata pelajaran Tipografi. Penelitian ini merupakan penelitian *research and development* dengan model pengembangan ADDIE yang terdiri dari *Analyze, Design, Development, Implementation, dan Evaluation*. Adapun tujuan dari penelitian ini adalah untuk mendeskripsikan respon guru dan siswa terhadap media interaktif pada mata pelajaran Tipografi yang dikembangkan. Hasil dari penelitian ini pada uji respon peserta didik menghasilkan rata-rata respon sebesar 79% dengan kriteria “Praktis”, kemudian pada uji respon guru sebesar 96% dengan kriteria “Sangat Praktis”. Untuk penelitian pengembangan serupa, harap dapat menyempurnakannya dengan fitur-fitur dan teknologi yang lebih baik.

**Kata Kunci :** *Blended Learning*, Media Interaktif, Tipografi

**DEVELOPMENT OF ISPRING SUITE 10 INTERACTIVE LEARNING  
MEDIA WITH BLENDED LEARNING STRATEGY IN TYPOGRAPHY  
SUBJECT AT SMK NEGERI 3 SINGARAJA**

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**ABSTRACT**

Learning that uses the Project Based Learning (PBL) strategy is applied to class X students at SMK Negeri 3 Singaraja in the Visual Communication Design (DKV) department for the Typography subject. In addition, other media such as text, images, and videos are involved. However, there are still learning difficulties among students, with 43.3% of 28 students in one class being hesitant, 36.7% disagreeing, 16.7% agreeing, and 3.3% strongly agreeing that the Typography subject at school is "difficult" to understand. The solution offered is to develop interactive media for the Typography subject. This research is research and development using the ADDIE development model, which consists of Analyze, Design, Development, Implementation, and Evaluation. The purpose of this research is to describe the responses of teachers and students to the interactive media developed for the Typography subject. The results of this study show that the student response test yielded an average response of 79% with the criteria of "Practical," while the teacher response test yielded a response of 96% with the criteria of "Very Practical." For similar development research, it is hoped to improve it with better features and technology.

**Keywords:** Blended Learning, Interactive Media, Typography