

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
GOOGLE SITES PADA MATA PELAJARAN DASAR – DASAR KULINER
KELAS X SMK NEGERI 4 DENPASAR**

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ABSTRAK

Kajian ini memiliki tujuan agar bisa; (1) mendeskripsikan proses pengembangan media pembelajaran interaktif berbasis Google Sites pada mata pelajaran Dasar – Dasar Kuliner materi Potongan Bahan Makanan Nabati, dan (2) menilai kelayakan media berdasarkan validasi dari ahli dan uji coba penggunaan oleh siswa. Kajian ini berjenis penelitian dan pengembangan (Research and Development) dengan memakai metode 4D (Define, Design, Develop, Disseminate). Teknik pengumpulan data dilakukan melalui pemberian angket kepada pakar materi, pakar media, pakar desain pembelajaran. Subjek pada kajian ini terdiri dari 3 pakar, yakni pakar materi, pakar media, serta pakar desain pembelajaran. Data ditelaah memakai pendekatan kualitatif serta kuantitatif. Hasil kajian menunjukkan (1) empat tahapan 4D yaitu, define untuk analisis kebutuhan dan materi, design untuk perancangan isi dan tampilan media, develop untuk pembuatan produk dan uji validasi, dan disseminate melalui uji coba kelompok kecil. (2) Hasil kelayakan menunjukkan presentase kelayakan sebesar 98% oleh pakar materi, 96% oleh pakar media, dan 98% oleh pakar desain pembelajaran, seluruhnya masuk di katagori “sangat layak”. Dipakai pada kegiatan pembelajaran. Kajian ini menunjukkan media pembelajaran berbasis Google Sites dapat mengoptimalkan kualitas pembelajaran Potongan Bahan Makanan Nabati.

Kata Kunci: 4D, *Google Sites*, media pembelajaran interaktif, dasar – dasar kuliner

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON
GOOGLE SITES IN BASIC SUBJECTS – BASIC CULINARY CLASS X SMK
NEGERI 4 DENPASAR**

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ABSTRACT

This study has the goal of being able to; (1) describe the process of developing Google Sites-based interactive learning media in the subject of Basic – Basic Culinary material of Vegetable Food Ingredient Pieces, and (2) assess the feasibility of media based on validation from experts and use trials by students. This study is a type of research and development (Research and Development) using the 4D method (Define, Design, Develop, Disseminate). The data collection technique is carried out through giving questionnaires to material experts, media experts, and learning design experts. The subjects in this study consist of 3 experts, namely material experts, media experts, and learning design experts. The data were analyzed using qualitative and quantitative approaches. The results of the study show (1) four stages of 4D, namely, defining for the analysis of needs and materials, design for designing content and media display, developing for product creation and validation tests, and disseminate through small group trials. (2) The feasibility results show a feasibility percentage of 98% by material experts, 96% by media experts, and 98% by learning design experts, all of which are included in the "very feasible" category. Used in learning activities. This study shows that Google Sites-based learning media can optimize the learning quality of Vegetable Food Ingredients.

Keywords: 4D, Google Sites, interactive learning media, culinary basics