

**PENGEMBANGAN MEDIA PEMBELAJARAN *POWERPOINT*
INTERAKTIF BERBASIS *CANVA* UNTUK MATERI HIDANGAN ASIA
TENGGAH PADA MATA KULIAH KULINER ASIA**

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ABSTRAK

Penelitian ini bertujuan untuk: 1) Mendeskripsikan tahapan pengembangan media pembelajaran *PowerPoint* interaktif berbasis *Canva* pada materi hidangan Laos, Kamboja, dan Vietnam pada Mata Kuliah Kuliner Asia dengan menggunakan model pengembangan 4D (*Define, Design, Develop, Disseminate*); 2) Mendeskripsikan kelayakan media pembelajaran berdasarkan validasi para ahli; dan 3) Mendeskripsikan respons mahasiswa terhadap media pembelajaran yang dikembangkan. Jenis penelitian ini adalah *Research and Development* (R&D) dengan model 4D. Responden terdiri dari 30 mahasiswa semester 4 dan 8 Program Studi Pendidikan Vokasional Seni Kuliner yang telah menempuh mata kuliah Kuliner Asia. Teknik pengumpulan data menggunakan angket berbasis skala Likert yang diberikan kepada para ahli dan mahasiswa. Data dianalisis secara deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa: 1) Pengembangan media melalui tahapan *define, design, develop*, dan *disseminate* telah terlaksana secara sistematis: (a) *define*, dengan mengidentifikasi kebutuhan pembelajaran melalui observasi, analisis sumber belajar, dan analisis kebutuhan mahasiswa; (b) *design*, dengan menyusun materi, menentukan tema, serta membuat slide dan narasi *PowerPoint* interaktif berbasis *Canva*; (c) *develop*, dengan menambahkan elemen audio dan melakukan validasi oleh ahli materi, media, dan desain; serta (d) *disseminate*, dengan menyebarkan media secara terbatas kepada dosen dan mahasiswa, serta mengumpulkan respons mahasiswa; 2) Kelayakan media berdasarkan penilaian ahli berada dalam kategori “sangat layak” dengan persentase: ahli materi 94%, ahli media 96%, dan ahli desain pembelajaran 96%; dan 3) Respon mahasiswa terhadap media berada dalam kategori “sangat positif” dengan persentase 91%.

Kata kunci: Media Pembelajaran, *PowerPoint* Interaktif, Kuliner Asia

**DEVELOPMENT OF CANVA-BASED INTERACTIVE POWERPOINT
LEARNING MEDIA FOR DISHES FROM SOUTHEAST ASIA IN THE
ASIAN CULINARY COURSE**

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ABSTRACT

This study aimed to: 1) describe the development stages of an interactive PowerPoint learning media based on Canva for the topics of Lao, Cambodian, and Vietnamese cuisine in the Asian Culinary Arts course using the 4D development model (Define, Design, Develop, Disseminate); 2) describe the feasibility of the learning media based on expert validation; and 3) describe student responses to the developed learning media. This research was conducted as Research and Development (R&D) employing the 4D model. The respondents consisted of 30 fourth- and eighth-semester students from the Culinary Arts Vocational Education Study Programme who had completed the Asian Culinary Arts course. Data were collected through Likert scale-based questionnaires distributed to both experts and students. The data were analysed using descriptive quantitative methods. The results show that: 1) The development of the media followed the stages of define, design, develop, and disseminate in a systematic manner: (a) define, by identifying learning needs through observation, analysis of learning resources, and analysis of student needs; (b) design, by organizing the material, determining the theme, and creating slides and narration for the Canva-based interactive PowerPoint; (c) develop, by adding audio elements and conducting validation by content, media, and design experts; and (d) disseminate, by distributing the media on a limited basis to lecturers and students, and collecting student responses; 2) The feasibility of the media based on expert assessment was in the "highly feasible" category with the following percentages: content expert 94%, media expert 96%, and instructional design expert 96%; and 3) Student responses to the media were in the "very positive" category with a percentage of 91%.

Keywords: *Learning Media, Interactive PowerPoint, Asian Cuisine*