

**PENGEMBANGAN MEDIA PEMBELAJARAN *POWERPOINT*
INTERAKTIF MATERI KULINER KOREA DAN PHILIPINA
PADA MATA KULIAH KULINER ASIA**

Oleh

Kadek Indah Sevy Septisia, NIM 2115081003

Program Studi Pendidikan Vokasional Seni Kuliner

ABSTRAK

Penelitian ini bertujuan untuk: (1) menjelaskan tahapan pengembangan media pembelajaran *PowerPoint* interaktif berbasis *Canva* dalam mata kuliah Kuliner Asia, khususnya pada materi hidangan Korea dan Filipina di Program Studi Pendidikan Vokasional Seni Kuliner dengan model 4D; (2) mengetahui kelayakan media berdasarkan validasi ahli materi, media, dan desain pembelajaran; serta (3) mengetahui tanggapan mahasiswa terhadap media yang dikembangkan. Penelitian menggunakan pendekatan *Research and Development* (R&D) dengan metode deskriptif kuantitatif. Data dikumpulkan melalui angket kepada para ahli dan mahasiswa, kemudian dianalisis secara deskriptif kuantitatif dalam bentuk persentase. Hasil penelitian menunjukkan bahwa proses pengembangan mengikuti tahapan model 4D secara sistematis, yaitu: tahap *Define* untuk menganalisis kebutuhan pembelajaran; tahap *Design* untuk menyusun materi, menentukan tema, serta membuat slide dan narasi; tahap *Develop* untuk mengembangkan media dan melakukan validasi oleh para ahli; dan tahap *Disseminate* untuk menyebarluaskan media secara terbatas serta mengukur respons mahasiswa. Hasil validasi menunjukkan bahwa media termasuk dalam kategori sangat layak dengan skor: ahli materi 92,5%, ahli media 93,5%, dan ahli desain 97,14%. Respons mahasiswa terhadap media tersebut tergolong sangat positif yakni 88,98%. Dengan demikian, media *PowerPoint* interaktif ini sangat positif sebagai alternatif yang menarik dalam mata kuliah Kuliner Asia.

Kata Kunci: Pengembangan, *PowerPoint* Interaktif, *Canva*, Kuliner Asia, Media Pembelajaran

**DEVELOPMENT OF INTERACTIVE POWERPOINT LEARNING
MEDIA KOREAN AND FILIPINO CULINARY MATERIALS
IN ASIAN CULINARY COURSES**

By

Kadek Indah Sevy Septisia, NIM 2115081003

Culinary Arts Vocational Education Study Program

ABSTRACT

This purpose of this research is to: (1) explain the development process of interactive learning media using PowerPoint integrated with Canva in the Asian Culinary course, focusing on Korean and Filipino cuisine within the Culinary Arts Vocational Education Study Program, applying the 4D model; (2) assess the feasibility of the media based on expert reviews in content, media, and instructional design; and (3) explore students' perceptions of the implemented media. This study adopts a Research and Development (R&D) framework utilizing the 4D development model, with a descriptive quantitative approach. Data collection was conducted via questionnaires distributed to subject matter experts and students, with results analyzed using descriptive statistics by converting scores into percentage values. Findings reveal that media creation followed each stage of the 4D model in a structured manner: (a) the define phase identified instructional needs; (b) the design phase included content preparation, theme selection, and the creation of visual slides and accompanying narration; (c) the develop phase involved both media refinement and expert validation; and (d) the disseminate phase involved limited distribution to instructors and learners to collect user feedback. Validation results indicated that the interactive PowerPoint media reached a highly feasible category, with ratings of 92.5% from content experts, 93.5% from media experts, and 97.14% from instructional design experts. Students' responses showed a very positive reception, with 88.98%. These results confirm that the developed media is both effective and appealing as an alternative learning tool for Asian Culinary education.

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