

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF MATA
PELAJARAN ILMU PENYAKIT DAN PENUNJANG DIAGNOSTIK
BERSTRATEGI BLENDED LEARNING DI KELAS XI SMK
KESEHATAN SURYA MEDIKA**

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ABSTRAK

Pembelajaran ilmu penyakit dan penunjang diagnostik kurang efektif ketika dilakukan melalui media gambar dan buku, sehingga dapat menghambat dalam proses pembelajaran dan pemahaman. Penelitian ini bertujuan untuk mengimplementasikan media pembelajaran interaktif menggunakan Adobe Captivate pada materi Gangguan Sistem Jantung dan Pembuluh Darah, serta mengevaluasi respon peserta didik dan guru terhadap media tersebut di kelas XI Keperawatan SMK Kesehatan Surya Medika. Menggunakan metode R&D dengan pendekatan model ADDIE yang dikombinasikan dengan MDLC. Pengujian dilakukan melalui uji ahli isi, uji ahli media, angket respon guru dan siswa, serta uji coba terbatas meliputi uji perorangan, kelompok kecil, dan uji lapangan. Hasil perolehan koefisien nilai rata-rata ahli isi, ahli media dan desain sebesar 1.00 yang berada pada kriteria ‘Sangat Valid’, uji efektifitas produk mendapat perolehan N-Gain sebesar 0,85 dengan kriteria “Efektif”, uji responden peserta didik sebesar 62,5 dan skor responden guru sebesar 56 dengan kriteria “Sangat Positif”.

Kata Kunci : *Adobe Captivate*, Model Penelitian R&D, Model Pengembangan ADDIE

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA FOR DISEASE
SCIENCE SUBJECTS AND DIAGNOSTIC SUPPORT WITH BLENDED
LEARNING STRATEGY IN CLASS XI OF SMK KESEHATAN SURYA
MEDIKA**

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ABSTRACT

Learning of disease science and diagnostic support is less effective when carried out through the medium of pictures and books, so it can hinder the learning and understanding process. This study aims to implement interactive learning media using Adobe Captivate on Heart and Vascular System Disorders material, as well as evaluate the response of students and teachers to the media in grade XI of Nursing at SMK Kesehatan Surya Medika. Using the R&D method with the ADDIE model approach combined with MDLC. Testing is carried out through content expert tests, media expert tests, teacher and student response questionnaires, and limited trials including individual, small group, and field tests. The results of obtaining the average score coefficient of content experts, media and design experts of 1.00 which are in the "Very Valid" criterion, the product effectiveness test received an N-Gain of 0.85 with the criterion of "Effective", the student respondent test of 62.5 and the score of teacher respondents of 56 with the criterion of "Very Positive".

Kata Kunci : Adobe Captivate, Model Penelitian R&D, Model Pengembangan ADDIE