

**PENGEMBANGAN MEDIA *POWERPOINT* INTERAKTIF BERBASIS
CANVA MATERI GIZI REMAJA PADA MATA KULIAH ILMU
GIZI DAN DIIT**

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan tahapan pengembangan media pembelajaran *powerpoint* interaktif berbasis *Canva* materi gizi remaja pada Mata Kuliah Ilmu Gizi dan Diit. Jenis penelitian ini adalah penelitian R&D (*Research and Development*) yaitu dengan menggunakan model 4D (*define, design, development, disseminate*). Penelitian ini melibatkan subjek validator yaitu, ahli materi, ahli desain, ahli media dan untuk uji kelompok terbatas menggunakan mahasiswa program studi Pendidikan Vokasional Seni Kuliner sebanyak tujuh orang. Teknik pengumpulan data pada penelitian ini berupa wawancara dan angket yang diberikan kepada para ahli dengan menggunakan teknik skoring skala *likert* dan data dianalisis dengan presentase. Hasil penelitian menunjukkan tahap pengembangan media *Powerpoint* interaktif berbasis *Canva* materi gizi remaja pada mata kuliah ilmu Gizi dan Diit meliputi *Define* (observasi lokasi, analisis sumber ajar, analisis materi Gizi Remaja berdasarkan RPS, dan analisis kebutuhan mahasiswa, yang semuanya menunjukkan urgensi pengembangan media interaktif), *Design* (melibatkan perancangan kerangka materi dan tampilan media *powerpoint* interaktif, termasuk komponen pembuka, isi, dan penutup), *Development* (produk *Powerpoint* interaktif dibuat menggunakan *Canva* dan divalidasi oleh ahli instrumen, ahli media dan desain, serta ahli isi/materi. Hasil validasi menunjukkan bahwa media ini layak untuk digunakan), *Disseminate* (mencakup penyerahan produk kepada dosen pengampu Mata Kuliah Ilmu Gizi dan Diit).

Kata Kunci : *Powerpoint* Interaktif, *Canva*, Gizi Remaja,

**DEVELOPMENT OF INTERACTIVE POWERPOINT MEDIA BASED ON
CANVA ON ADOLESCENT NUTRITION MATERIAL IN THE COURSE OF
NUTRITION AND DIET**

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ABSTRACT

This study aims to describe the stages of developing interactive powerpoint learning media based on Canva for adolescent nutrition material in the Nutrition and Diet Science Course. This type of research is R&D (Research and Development) research, namely by using the 4D model (define, design, development, disseminate). This study involved validator subjects, namely, material experts, design experts, media experts and for limited group testing using seven students of the Culinary Arts Vocational Education study program. Data collection techniques in this study were in the form of interviews and questionnaires given to experts using Likert scale scoring techniques and data were analyzed by percentage. The results of the study show that the development stages of Canva-based interactive Powerpoint media for adolescent nutrition material in the Nutrition and Diet science course include Define (location observation, analysis of teaching resources, analysis of Adolescent Nutrition material based on the RPS, and analysis of student needs, all of which indicate the urgency of developing interactive media), Design (involving the design of the material framework and display of interactive Powerpoint media, including the opening, content, and closing components), Development (interactive Powerpoint products are created using Canva and validated by instrument experts, media and design experts, and content/material experts. The validation results show that this media is suitable for use), Disseminate (including submission of products to lecturers in charge of the Nutrition and Diet Science course).

Keywords: *Interactive PowerPoint, Canva, Adolescent Nutrition*