

**PENGEMBANGAN KONTEN INTERAKTIF MATA PELAJARAN
SIMULASI DAN KOMUNIKASI DIGITAL BERSTRATEGI *BLENDED
LEARNING* DI KELAS X SMK NEGERI 3 SINGARAJA**

Oleh

I Gede Widiada Adi Braneva, NIM 1715051026

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Email: widhyb@gmail.com

ABSTRAK

Penyampaian materi mata pelajaran Sistem Komunikasi dan Digital masih menggunakan metode ceramah dan konten pembelajaran hanya berasal dari sumber bacaan statis seperti modul pembelajaran tanpa interaksi sehingga menimbulkan hambatan dalam proses pembelajaran. Penelitian ini bertujuan untuk menghasilkan dan mengimplementasikan serta mendeskripsikan respon guru dan siswa terhadap pengembangan konten interaktif mata pelajaran Simulasi dan Komunikasi Digital berstrategi *blended learning* di kelas X SMK Negeri 3 Singaraja. Metode yang digunakan dalam penelitian ini ialah *research and development* dengan model pengembangan ADDIE yaitu *analyze, design, development, implementation* dan *evaluation*. Subjek penelitian ialah 31 orang peserta didik kelas XI Multimedia di SMK Negeri 3 Singaraja. Berdasarkan tahapan yang telah dilalui, diperoleh sebuah produk konten pembelajaran interaktif menggunakan teknologi *Articulate Storyline 3* berstrategi *blended learning* yang didistribusikan melalui LMS *Google Classroom* dengan perolehan koefisien validitas ahli isi sebesar 1,00 berada pada kriteria “Sangat Valid dan tingkat validitas dengan koefisien validitas ahli media sebesar 1,00 berada dengan kriteria “Sangat Valid”. Selain itu, hasil rata-rata skor respon sebesar 68,9 yang berada pada kriteria “Sangat Praktis” oleh siswa serta rata-rata nilai sebesar 47 dalam kriteria “Sangat Praktis” oleh guru. Bagi pengembang konten interaktif selanjutnya diharapkan agar dapat melakukan penyempurnaan dan juga penambahan fitur-fitur pada media pengemas konten interaktif yang dikembangkan sendiri diluar pengembangan konten interaktif

Kata Kunci: *Blended Learning*, Konten Interaktif, Simulasi dan Komunikasi Digital

**DEVELOPMENT OF INTERACTIVE CONTENT OF SIMULATION AND
DIGITAL COMMUNICATION LESSONS WITH BLENDED LEARNING
STRATEGY IN CLASS X SMK NEGERI 3 SINGARAJA**

By

I Gede Widiada Adi Braneva, NIM 1715051026

Education of Informatics Engineering Study Program

Majoring in Education of Informatics Engineering

Faculty of Engineering and Vocational

Ganesha University of Education

Email: widhyb@gmail.com

ABSTRACT

Delivering Communication and Digital Systems subject still uses the lecture method and the learning content only comes from static reading sources such as learning modules without any interaction, this is causing obstacles in the learning process. This study aims to produce, implement and describe teacher and students' responses to the development of interactive content in Simulation and Digital Communication subjects with a blended learning strategy in class X SMK Negeri 3 Singaraja. The method used in this research is Research and Development (R&D) with the ADDIE as the development model, namely analyze, design, development, implementation and evaluation. The subjects of this research were 31 students of class XI Multimedia at SMK Negeri 3 Singaraja. Based on the stages that have been passed, the interactive learning content product is using Articulate Storyline 3 technology with a blended learning strategy that is distributed through the LMS Google Classroom with the acquisition of a content expert validity coefficient of 1.00 which is in the criteria defined as "Very Valid" and the level of validity with the validity coefficient of media experts is about 1.00 is defined as the criteria "Very Valid". In addition, the average response score was 68.9 which was in the category "Very Practical" by students and an average score of 47 in criteria "Very Practical" by the teacher. hopefully, the next interactive content developers, could make improvements and also add features to interactive content packaging media that are developed independently outside of interactive content development.

Keywords: *Blended Learning, Interactive Content, Simulation and Digital Communication*