

**PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF
BERBASIS PROJECT BASED LEARNING PADA MATA PELAJARAN
APLIKASI PERANGKAT LUNAK DAN PERANCANGAN INTERIOR
GEDUNG DI SMK N 3 SINGARAJA**

Oleh

Kadek Edi Yudiawan, NIM. 1715051104
Program Studi Pendidikan Teknik Informatika
Jurusan Teknik Informatika
Fakultas Teknik dan Kejuruan
Universitas Pendidikan Ganesha
Email: kadekediudiawan15@undiksha.ac.id

Abstrak

Penggunaan media pembelajaran sebagai perantara konten (materi) untuk membantu proses pembelajaran belum di manfaatkan, siswa mengerjakan *project* gambar kerja hanya dengan bantuan modul sebagai dasar menggambar. Hal ini menyebabkan siswa mudah menjadi bosan saat mengikuti pembelajaran, karena materi bersifat abstrak sehingga sulit dipahami. Siswa cenderung kebingungan dalam membaca atau mengartikan gambar dan mengalami masalah ketika memadukan perintah serta memproyeksikan gambar agar sesuai dengan konsep konstruksi bangunan. Penelitian ini bertujuan untuk (1) Menghasilkan dan mengimplementasikan produk konten pembelajaran interaktif berbasis *project-based learning* pada mata pelajaran Aplikasi Perangkat Lunak dan Perancangan Interior Gedung, (2) Mengetahui respon pendidik dan peserta didik terhadap konten pembelajaran interaktif berbasis *project-based learning* pada mata pelajaran Aplikasi Perangkat Lunak dan Perancangan Interior Gedung. Penelitian ini merupakan jenis penelitian dan pengembangan atau *Research & Development* (R&D). Model pengembangan pada penelitian ini menggunakan model pengembangan ADDIE yang terdiri dari lima tahapan, yaitu *Analyze* (Analisis), *Design* (Desain), *Development* (Pengembangan), *Implementation* (Implementasi), dan *Evaluation* (Evaluasi). Penelitian dan pengembangan ini melalui tahap pengujian untuk mengetahui kelayakan dari aspek materi dan aspek media. Hasil penilaian kelayakan dari aspek materi sebesar 1.00 dan aspek media sebesar 1.00 dengan kategori validitas sangat tinggi. Rata-rata respon siswa untuk uji perorangan sebesar 84.375%, uji kelompok kecil sebesar 89.45%, dan uji lapangan sebesar 80.88% dengan kategori baik. Hasil rata-rata respon guru mendapatkan persentase sebesar 83.33% dengan kategori sangat baik. Berdasarkan hasil tersebut maka dapat di simpulkan konten pembelajaran interaktif ini berhasil dan mendapat respon yang sangat baik dari guru maupun siswa.

Kata Kunci: Konten Pembelajaran Interaktif, Aplikasi Perangkat Lunak dan Perancangan Interior Gedung, ADDIE.

**DEVELOPMENT OF INTERACTIVE LEARNING CONTENT BASED ON
PROJECT BASED LEARNING ON SOFTWARE APPLICATIONS AND
INTERIOR DESIGN OF BUILDINGS IN SMK N 3 SINGARAJA**

By

**Kadek Edi Yudiawan, NIM. 1715051104
Informatics Engineering Education Program
Informatics Engineering
Faculty of Engineering and Vocational
University of Education Ganesha
Email: kadekediYudiawan15@undiksha.ac.id**

Abstract

The use of learning media as an intermediary for content (material) to help the learning process has not been utilized, students work on working drawing projects only with the help of modules as a basis for drawing. This causes students to easily become bored when participating in learning, because the material is abstract so it is difficult to understand. Students tend to be confused in reading or interpreting images and experience problems when combining commands and projecting images to match the concept of building construction. The objectives of this research are (1) Producing and implementing interactive learning content products based on project-based learning in Software Application and Building Interior Design subjects, (2) Knowing the responses of educators and students to interactive learning content based on project-based learning in the eyes lessons in Software Application and Building Interior Design. This research is a type of research and development or Research & Development (R&D). The development model in this study uses the ADDIE development model which consists of five stages, namely Analyze, Design, Development, Implementation, and Evaluation. This research and development goes through the testing phase to determine the feasibility of the material and media aspects. The results of the feasibility assessment from the material aspect were 1.00 and the media aspect was 1.00 with a very high validity. The average student response to individual tests was 84.375%, small group tests were 89.45%, and field tests were 80.88% with good categories. The average result of teacher response gets a percentage of 83.33% with the very good category. Based on these results, it can be concluded that this interactive learning content was successful and received a very good response from teachers and students.

Keyword: *Interactive Learning Content, Software Applications and Building Interior Design, ADDIE.*