

**PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF
BERBASIS *EXPERIENTIAL LEARNING* PADA MATA PELAJARAN TITI
LARAS DAN VOKAL DASAR DI SMK NEGERI 1 SUKASADA**

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ABSTRAK

Titi Laras dan Vokal Dasar merupakan pembelajaran yang berkaitan dengan penotasian dalam karawitan, dalam proses pembelajaran guru masih menggunakan metode konvensional dan masih kurangnya sumber belajar dalam menunjang pembelajaran. Hal tersebut menyebabkan peserta didik kurang aktif dalam mengikuti pembelajaran, kurangnya keterampilan yang dimiliki oleh peserta didik sehingga menyebabkan materi pembelajaran kurang dikuasai, selain itu peserta didik juga mengharapkan adanya variasi belajar seperti menggunakan audio/video, gambar dan animasi. Maka dari itu, penelitian ini bertujuan untuk mengembangkan, mengimplementasikan dan mendeskripsikan respons guru dan peserta didik terhadap pengembangan konten pembelajaran interaktif berbasis *Experiential Learning* pada mata pelajaran Titi Laras dan Vokal Dasar di SMK Negeri 1 Sukasada. Jenis penelitian yang digunakan adalah penelitian dan pengembangan *Research and Development* (R&D) dengan model penelitian dan pengembangan ADDIE (*Analysis, Design, Development, Implementation and Evaluation*). Subjek dari penelitian ini yaitu peserta didik kelas X Seni Karawitan dan satu orang guru pengajar mata pelajaran Titi Laras dan Vokal Dasar di SMK Negeri 1 Sukasada. Dalam penelitian ini, pengambilan data dilakukan dengan menggunakan lembar validasi ahli, angket uji coba perorangan, kelompok kecil, lapangan, angket uji respons guru dan peserta didik. Hasil penelitian menunjukkan bahwa: 1) Pengembangan dan implementasi konten pembelajaran interaktif berbasis *experiential learning* pada mata pelajaran Titi Laras dan Vokal Dasar berhasil diterapkan berdasarkan hasil uji validasi dari ahli isi, ahli desain dan media pembelajaran dengan nilai rata-rata sebesar 1,00 dengan kriteria Sangat Valid, 2) Hasil uji efektivitas konten pembelajaran interaktif dengan pemberian *pre-test* dan *post-test* memperoleh nilai *N-Gain* sebesar 0,75 dengan interpretasi efektif, 3) Hasil dari perhitungan respons guru mendapatkan skor rata-rata sebesar 43 dan skor rata-rata peserta didik sebesar 65,7, kedua perhitungan tersebut termasuk dalam kategori Sangat Praktis.

Kata Kunci: Konten Pembelajaran Interaktif, Titi Laras dan Vokal Dasar, *Experiential Learning*, ADDIE.

**DEVELOPMENT OF EXPERIENTIAL LEARNING BASED INTERACTIVE
LEARNING CONTENT IN TITI LARAS AND BASIC VOCAL SUBJECTS AT
SMK NEGERI 1 SUKASADA**

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ABSTRACT

Titi laras and basic vocal are learning related to notation in karawitan, in the learning process teachers still uses conventional methods and still lacks learning resources to support learning. Therefore, students to be less active in participating in learning, lack of skills possessed by students, causing learning materials to be less mastered, in addition to students also expect variations in learning such as using audio/video, images and animations. Therefore, this research is aims to develop, implementation and for describing the responses of teachers and students to the development of experiential learning based interactive learning content in titi laras subjects and basic vocal at SMK Negeri 1 Sukasada. This research is used the type of Research and Development (R&D) with the ADDIE research and development models (Analysis, Design, Development, Implementation, Evaluation). The subject of this study were students of class X Seni Karawitan at SMK Negeri 1 Sukasada and involved one teacher teach the subject of titi laras and basic vocal at SMK Negeri 1 Sukasada. Data collection in this study was carried out using expert validation sheets, individual test questionnaire, small group test questionnaire, field test questionnaire, teacher and student response test questionnaire. The results showed that: 1) Development and implementation of experiential learning based interactive learning content in titi laras and basic vocal subjects were successful applied based on the results of validation tests from content experts, design experts and learning media with an average score of 1.00 with very valid criteria, 2) The results of the effectiveness test of interactive learning content by giving pre-test and post-test obtained an N-gain score of 0,75 with effective interpretation, 3) The results of the calculation of teacher response got an average score, that us 43 and the average of student is 65.7, both calculation are included in the very practical category.

Keywords: *Interactive Learning Content, Titi Laras and Basic Vocal, Experiential Learning, ADDIE.*