

**PENGEMBANGAN MEDIA KONTEN INTERAKTIF PADA MATA  
PELAJARAN TEKNOLOGI JARINGAN BERBASIS LUAS (WAN) PADA  
KELAS XI TKJ DI SMK N 3 SINGARAJA**

**Oleh**

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**ABSTRAK**

Kurangnya media pembelajaran mengakibatkan minat belajar peserta didik dan proses belajarnya tidak maksimal, perlu membaca modul secara mandiri agar mendapatkan informasi mengenai materi yang diinginkan dalam proses tersebut perlu adanya media pembelajaran yang didalamnya memiliki kegiatan interaktivitas seperti konten pembelajaran interaktif yang dapat menarik minat peserta lebih giat belajar. Penelitian dilaksanakan di SMK N 3 Singaraja di kelas XI jurusan TKJ. Tujuan penelitian ini yakni memberikan sebuah konten pembelajaran interaktif khususnya pada mata pelajaran Teknologi Jaringan Berbasis Luas (WAN) guna mendukung proses belajar siswa dan siswa dapat merespon dari konten pembelajaran yang digunakan. Penelitian menggunakan (*Research & Development*) didukung dengan model ADDIE. Hasil dari pengembangan konten pembelajaran interaktif dilakukan proses uji ahli isi dan memperoleh koefisien validitas ahli isi dengan nilai 1,00 pada kriteria "Sangat Valid" serta perolehan uji ahli desain dengan nilai 1,00 dengan kriteria "Sangat Valid". Subjek yang disasar berjumlah 31 peserta didik pada kelas XI TKJ di SMK N 3 Singaraja, mendapatkan perolehan rata-rata skor respon 70,96 pada kriteria "Sangat Praktis" oleh peserta didik serta respon guru memperoleh nilai rata-rata 47 pada kriteria "Sangat Praktis".

**Kata kunci:** Teknologi Jaringan Berbasis Luas (WAN), Konten pembelajaran interaktif.

**DEVELOPMENT OF INTERACTIVE CONTENT MEDIA ON BASED  
NETWORK TECHNOLOGY SUBJECTS (WAN) IN CLASS XI TKJ AT SMK N 3  
SINGARAJA**

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**ABSTRACT**

*The lack of learning media results in students' interest in learning and the learning process is not optimal, it is necessary to read the module independently in order to get information about the desired material in the process, there is a need for learning media which includes interactivity activities such as interactive learning content that can attract more participants active learning. The research was done at SMK N 3 Singaraja in class XI majoring in TKJ. The purpose is to provide an interactive learning content, especially in the subject of Broad-Based Network Technology (WAN) to support the learning process of students and students can respond to the learning content used. Research using (Research & Development) is supported by the ADDIE model. The results of the development of interactive learning content were carried out by the content expert test process with the acquisition of a content expert validity coefficient with a value of 1.00 on the "Very Valid" criteria and the design expert test with a value of 1.00 with the "Very Valid" criteria. The targeted subjects were 31 students in class XI TKJ at SMK N 3 Singaraja, getting an average response score of 70.96 on the "Very Practical" criteria by students and the teacher's response getting an average score of 47 on the "Very practical" criteria. Practical".*

**Keywords:** *Broad-Based Network Technology (WAN), Interactive learning content.*