

**PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF
BERBASIS *DISCOVERY LEARNING* PADA MATA PELAJARAN
PELAYANAN FARMASI MATERI SEDIAAN OBAT BENTUK
SUPPOSITORIA UNTUK KELAS XI**

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan konten pembelajaran interaktif berbasis *discovery learning* pada mata pelajaran pelayanan farmasi materi sediaan obat bentuk Suppositoria untuk kelas xi, serta mengetahui respon guru dan siswa terhadap pengembangan konten pembelajaran interaktif berbasis *discovery learning* pada mata pelajaran pelayanan farmasi ini. Penelitian ini adalah penelitian dan pengembangan (R&D) dengan, menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian dilaksanakan di kelas XI Farmasi SMK Negeri 4 Negara pada 28 siswa dan seorang guru pengajar mata pelajaran Pelayanan Farmasi. Teknik pengumpulan data dalam penelitian ini melalui instrumen validasi antara lain, angket uji perorangan, kelompok kecil dan lapangan serta angket respons guru dan siswa. Hasil penelitian untuk uji kevalidan konten pembelajaran interaktif berasal dari hasil perhitungan validasi ahli yakni ahli isi, ahli desain dan media pembelajaran dan memperoleh nilai rata-rata 1,00 yang termasuk dalam kriteria sangat valid. Untuk hasil uji keefektifan menggunakan rumus *N-Gain* yang memperoleh nilai sebesar 0,95 yang termasuk dalam kriteria efektif. Untuk hasil rata-rata respons guru dan siswa untuk mendapatkan kepraktisan konten pembelajaran interaktif sebesar 41 dan 62,79 yang termasuk dalam kriteria sangat praktis. Kesimpulan dari penelitian ini adalah konten pembelajaran interaktif berbasis *discovery learning* pada mata pelajaran pelayanan farmasi telah memenuhi kriteria kualitas suatu produk yakni kevalidan (sangat valid), keefektifan (efektif), dan kepraktisan (sangat praktis).

Kata Kunci : *Articulate Storyline*, Pelayanan Farmasi, *Discovery Learning*, Suppositoria, Konten Pembelajaran Interaktif

**THE DEVELOPMENT OF CONTENT-BASED INTERACTIVE LEARNING
DISCOVERY LEARNING ON THE SUBJECTS OF SERVICES
PHARMACEUTICAL MATERIAL PHARMACEUTICAL FORM OF
SUPPOSITORY FOR CLASS XI**

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ABSTRACT

This study aims to produce learning content-based interactive discovery learning on the subjects of services pharmaceutical material pharmaceutical form of Suppository for class xi, as well as to determine the response of teachers and students towards the development of content-based interactive learning discovery learning on the subjects of the pharmaceutical care of this. This research is research and development (R&D), using a model ADDIE (Analyze, Design, Development, Implementation, Evaluation). The research was conducted in class XI Pharmaceutical SMK Negeri 4 Negara on 28 students and a teacher teaching subjects Pharmacy Services. Data collection techniques in this study through the instrument validation among other things, the questionnaire test individual, small group and field as well as questionnaire responses of teachers and students. The results of the research to test the validity of the content of interactive learning derived from the results of the calculation of the validation of an expert i.e., the content, design experts and the media of learning and obtaining an average value of 1.00 are included in the criteria are very valid. To the results of the test of the effectiveness of using the formula of N-Gain obtained value of 0.95 which is included in the criteria effectively. To the average yield response of teachers and students to get the practicality of the learning content interactive by 41 and 62,79 included in the criteria is very practical. The conclusion of this research is content-based interactive learning discovery learning on the subjects of pharmacy services has met the criteria for the quality of a product, namely the validity of the (very valid), effectiveness (effective), and practicality (very practical).

Keywords : *Articulate Storyline, Pharmacy Services, Discovery Learning, Suppository, Learning Content Interactive*