

**PENGEMBANGAN KONTEN PEMBELAJARAN
INTERAKTIF PRODUK CAKE DAN KUE INDONESIA
MENGUNAKAN MODEL *PROJECT BASED LEARNING*
PADA KELAS XI TATA BOGA DI SMK NEGERI 3 KOTA
BIMA**

Oleh

Putri Agustia dewi

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

E-mail : putriagustiadewi08@gmail.com

ABSTRAK

Sumber belajar yang bersifat monoton yang hanya memaparkan materi-materi dan tidak adanya kreasi seperti gambar ataupun video penjelasan yang menarik perhatian peserta didik mengakibatkan kurangnya pemahaman peserta didik terhadap materi pelajaran yang dijelaskan oleh guru. Penelitian ini bertujuan untuk menghasilkan dan mengimplementasikan serta mendeskripsikan respon guru dan siswa terhadap pengembangan konten pembelajaran interaktif produk cake dan kue Indonesia menggunakan model *project based learning* di kelas XI Tata Boga SMK Negeri 3 Kota Bima. Metode yang digunakan dalam penelitian ialah *research and development* dengan model pengembangan ADDIE yaitu *Analyze, Design, Development, Implementation, dan Evaluation*. Subjek penelitian ini sebanyak siswa dalam kelas XI Tata Boga ialah 25 orang peserta didik di SMK Negeri 3 Kota Bima. Berdasarkan tahapan tersebut, diperoleh sebuah produk konten pembelajaran interaktif menggunakan *Articulate Storyline 3* yang didistribusikan melalui LMS *Google Classroom* dengan perolehan koefisien rata-rata validitas ahli isi dan ahli media sebesar 1,00 berada pada kriteria “Sangat Valid”. Untuk efektivitas produk mendapatkan perolehan N-Gain sebesar 0,84 dengan kriteria “Tinggi”. Selain itu, hasil rata-rata skor respon peserta didik dan guru sebesar 64,72 dan 42 dengan kriteria “Sangat Positif”.

Kata Kunci: *Project Based learning*, Konten pembelajaran interaktif, Produk Cake dan Kue Indonesia



***DEVELOPMENT OF INTERACTIVE LEARNING CONTENT
FOR INDONESIAN CAKE AND CAKE PRODUCTS USING THE
PROJECT BASED LEARNING MODEL IN CLASS XI
CATCHING AT SMK NEGERI 3 KOTA BIMA***

By

Putri Agustia Dewi

Study Program of Informatics Education

Department of Informatics

Faculty of Engineering and Vocational

Ganesha University of Education

Email: putriagustiadewi08@gmail.com

ABSTRACT

Monotonous learning resources that only describe materials and there is no of creations such as pictures or video explanations that can attract the attention of students result in a lack of understanding of students about the subject matter explained by the teacher. This study aims to generate, implement and describe teacher and student responses to the development of interactive learning content for Indonesian cake and cake products using a project based learning model in class XI of Catering at SMK Negeri 3 Bima City. The method used in this research are research and development with the ADDIE development model, namely Analyze, Design, Development, Implementation, and Evaluation. The subjects of this study were as many as students in class XI of Catering, that 25 students at SMK Negeri 3 Bima City. Based on these stages, an interactive learning content product was obtained using Articulate Storyline 3 which was distributed through the LMS Google Classroom with an average coefficient of validity for content experts and media experts of 1.00 which was in the "Very Valid" criteria. For the effectiveness of the product, the N-Gain gain is 0.84 with the "High" criteria. In addition, the results of the average response scores of students and teachers are 64.72 and 42 with the "Very Positive" criteria.

Keywords: Project Based learning, Interactive learning content, Indonesian Cake and Cake Products

