

**PENGEMBANGAN *CONTENT E-LEARNING* YANG BERORIENTASI
EXPERIENTAL LEARNING PADA MATA PELAJARAN DESAIN GRAFIS
PERCETAKAN DI SMKN 2 SERIRIT**

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan dan mengetahui respon peserta didik dan guru terhadap Pengembangan *Content E-Learning* Yang Berorientasi *Experiental Learning* Pada Mata Pelajaran Desain Grafis Percetakan Di SMKN 2 Seririt. Dalam penelitian ini menggunakan metode *reseacrh and Development* (R&D) dengan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Penelitian ini dilakukan di kelas XI di jurusan Multimedia pada 36 peserta didik dan guru pengampu mata pelajaran Desain Grafis Percetakan. Dalam penelitian ini pengumpulan data diperoleh melalui lembar validasi ahli, angket uji coba perorangan, angket uji coba kelompok kecil, angket uji coba lapangan, angket uji respon guru dan uji efektivitas. Hasil dari perhitungan uji ahli isi dan media pembelajaran mendapatkan hasil rata-rata perhitungan sebesar 1,00 bila dikonversikan ke tabel kriteria rata-rata uji ahli pada tabel membuktikan tingkat validitas “Sangat Tinggi”. Pada respon uji perorangan memperoleh persentase sebesar 81%, pada respon uji kelompok kecil memperoleh persentase sebesar 83%, dan pada respon uji lapangan memperoleh persentase sebesar 81%. Dan pada uji efektivitas dengan memberikan *pretest* dan *posttest* memperoleh hasil perhitungan *N-Gain* sebesar 0,73 yaitu masuk kedalam interpretasi tinggi. Pada guru dan peserta didik masing-masing memperoleh hasil rata-rata sebesar 46 dan 60,944 yang dapat dikategorikan “Sangat Positif” dan “Sangat Praktis” Sehingga dapat disimpulkan bahwa pengembangan konten pembelajaran interaktif ini menunjukkan kualitas produk yaitu valid, praktis dan efektif.

Kata Kunci : *Content E-Learning, Experiental Learning*, Mata Pelajaran Desain Grafis Percetakan, SMKN 2 Seririt

**DEVELOPMENT OF EXPERIENTIAL LEARNING ORIENTED E-
LEARNING CONTENT ON PRINTING GRAPHIC DESIGN LESSONS AT
SMKN 2 SERIRIT**

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ABSTRACT

This study aims to generate and determine the responses of students and teachers to the Development of Experiential Learning-Oriented E-Learning Content in Printing Graphic Design Subjects at SMKN 2 Seririt. This research uses research and development (R&D) method with ADDIE development model (Analysis, Design, Development, Implementation, Evaluation). This research was conducted in class XI in the Department of Multimedia on 36 students and teachers of Graphic Design in Printing. In this study, data collection was obtained through expert validation sheets, individual test questionnaires, small group test questionnaires, field test questionnaires, teacher response test questionnaires and effectiveness tests. The results of the calculation of the content expert test and learning media get an average calculation result of 1.00 when converted to the average expert test criteria table in the table proving the validity level of "Very High". In the individual test response, the percentage is 81%, the small group test response is 83%, and the field test response is 81%. And on the effectiveness test by giving a pretest and posttest, the results of the N-Gain calculation are 0.73 which is included in the high interpretation. The teachers and students each obtained an average result of 46 and 60,944 which can be categorized as "Very Positive" and "Very Practical". So it can be concluded that the development of interactive learning content shows product quality, namely valid, practical and effective.

Keywords: Content E-Learning, Experiential Learning, Printing Graphic Design Subjects, SMKN 2 Seririt.