

PENGEMBANGAN MULTIMEDIA PEMBELAJARAN INTERAKTIF BERBASIS *ANDROID* PADA MATERI DAGING SAPI DAN HASIL OLAHNYA UNTUK SISWA SMK

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ABSTRAK

Penelitian ini bertujuan : 1) mengembangkan multimedia pembelajaran interaktif berbasis *android* materi daging sapi dan hasil olahannya, 2) mengetahui kelayakan multimedia pembelajaran interaktif berbasis *android* materi daging sapi dan hasil olahannya berdasarkan penilaian ahli materi, ahli media, guru mata pelajaran Pengetahuan Bahan Makanan (PBM), dan siswa.

Penelitian ini merupakan penelitian pengembangan atau *Research and Development* (R&D) dengan model ADDIE terdiri dari 5 tahap yaitu: 1) *Analysis* (Analisis); 2) *Design* (Perancangan); 3) *Development* (Pengembangan); 4) *Implementation* (Implementasi), dan 5) *Evaluation* (Evaluasi). Dalam penelitian ini hanya 4 tahap sampai implementasi saja. Validasi dilakukan oleh ahli materi, ahli media, dan guru mata pelajaran. Subjek penelitian yaitu siswa kelas X *Culinary* 1 sejumlah 24 orang. Teknik pengumpulan data yang digunakan adalah wawancara dan angket. Teknik analisis data dilakukan dengan cara deskriptif kuantitatif.

Hasil penelitian menyimpulkan: 1) Pengembangan multimedia interaktif meliputi: a) menganalisis kebutuhan siswa, b) merancang produk pengembangan, c) membuat produk multimedia dengan *Adobe Flash CS6* dan melakukan validasi dengan para ahli, d) menguji cobakan produk multimedia kepada 24 siswa. 2) Tingkat kelayakan multimedia pembelajaran berbasis *android* berdasarkan penilaian : a) Ahli materi sebesar 93,75%; 2) Ahli media sebesar 81,25%; 3) Guru sebesar 98,80%. Respon siswa terhadap multimedia interaktif saat uji skala kecil dengan aspek kebahasaan 83,38%, aspek penyajian 82,25%, aspek pembelajaran interaktif 86%, dan aspek tampilan menyeluruh 80%. Hasil ini menunjukkan multimedia pembelajaran interaktif berbasis aplikasi *android* ini sangat layak digunakan sebagai media pembelajaran Pengetahuan Bahan Makanan (PBM) Kompetensi Dasar Menganalisis Bahan Makanan dari Daging dan Hasil Olahannya Materi Daging Sapi dan Hasil Olahannya.

Kata Kunci : Multimedia Interaktif, *Android*, Pengetahuan Bahan Makanan, Daging Sapi dan Hasil Olahannya, SMK

**THE DEVELOPMENT OF INTERACTIVE LEARNING MULTIMEDIA
BASED ON ANDROIDS ON BEEF AND ITS PROCESSED COURSE FOR
THE STUDENTS OF VOCATIONAL HIGH SCHOOL**

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ABSTRACT

The aims of this study are to develop the interactive learning multimedia based on android application on beef and its processed course program, and to find out the feasibility of an interactive multimedia learning by using android application on beef and its processed course program based on the assessment of course experts, media experts, Food Knowledge (PBM) teachers', and students.

This research is a Research and Development (R&D) research with ADDIE model consisting of five (5) stages, namely: 1) Analysis; 2) Design; 3) Development; 4) Implementation, and 5) Evaluation. This research only reached the fourth stage or implementation stage. Validation is verified by course experts, media experts, and Food Knowledge (PBM) teachers'. Interview and questionnaires are used to collecting the data. This research done by interviewing 24 students in Culinary Class X. The data analysis technique was carried out by a descriptive quantitative method.

The result shows that : 1) the development of interactive multimedia assessment are a) to analysis needs of students, b) to design of development product, c) to make of development product by Adobe Flash CS6's software and to validation by experts, d) to test it out of multimedia product with 24 student. 2) The level of multimedia applications feasibility based on Android assesment are: a) Course expert with value a percentage of 93.75%, b) Media expert with value a percentage of 81.25%, c) Food science subject mater's teacher with value a percentage of 98.80%. Student responses to the media during small-scale trials obtained the value of linguistic aspects about 83.38%, presentation aspects about 82.25%, interactive learning aspects about 86%, and overall display aspects about 80%. Thus, the interactive learning multimedia based on Android applications are worthy of being used as a learning media for Food Knowledge (PBM) in Analyzing Foodstuffs from Meat and Its Processed basic competence of Beef and Its Processed course program.

Keywords: *Interactive multimedia, Android, Food Science Subject Matter, beef and its product, vocational high school*