

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF  
MATA KULIAH KESELAMATAN, KESEHATAN KERJA DAN  
LINGKUNGAN HIDUP (K3LH)**

Oleh:

Shabrina Yois Nur Amalia  
NIM. 17502247003

**ABSTRAK**

Penelitian ini bertujuan untuk: (1) Mengembangkan media pembelajaran interaktif mata kuliah K3LH; (2) Menguji kelayakan media pembelajaran interaktif mata kuliah K3LH; (3) Menguji keterbacaan media pembelajaran interaktif K3LH oleh responden (mahasiswa) di Jurusan Pendidikan Teknik Elektronika dan Informatika UNY.

Penelitian ini adalah jenis penelitian dan pengembangan (*Research and Development (R&D)*) yang menggunakan model pengembangan 4D (*Define, Design, Develop and Dissemination*). Media di validasi kepada dua orang ahli materi dan dua orang ahli media. Subjek penelitian adalah mahasiswa Jurusan Pendidikan Teknik Elektronika dan Informatika UNY berjumlah 25 orang. Teknik analisis data menggunakan analisis deskriptif kuantitatif. Instrumen yang digunakan adalah angket dengan menggunakan skala likert skala 1 sampai 4 untuk ahli dan mahasiswa.

Hasil penelitian ini adalah (1) Media pembelajaran interaktif yang dihasilkan berupa sebuah aplikasi K3LH dengan file *extension \*.exe* dan bersifat *standalone*. (2) Hasil uji kelayakan materi memperoleh persentase sebesar 83% dengan kategori Sangat Layak dan hasil uji kelayakan media memperoleh persentase sebesar 86% dengan kategori Sangat Layak. (3) Hasil uji keterbacaan media pembelajaran oleh pengguna (mahasiswa) mendapatkan persentase sebesar 88% dengan kategori Sangat Layak. Hal ini menunjukkan bahwa media pembelajaran interaktif K3LH yang dikembangkan dapat digunakan dalam mendukung pembelajaran Keselamatan Kesehatan Kerja dan Lingkungan Hidup di Jurusan Pendidikan Teknik Elektronika dan Informatika FT UNY.

Kata Kunci : *Media Pembelajaran Interaktif, Keselamatan Kesehatan Kerja dan Lingkungan Hidup, Adobe Flash CS 6*

## **DEVELOPMENT OF INTERACTIVE LEARNING MEDIA FOR SAFETY, HEALTH AND ENVIRONMENT COURSE**

By:  
Shabrina Yois Nur Amalia  
NIM. 17502247003

### **ABSTRACT**

*The purpose of this research are: (1) Develop interactive learning media product for Safety, Health and Environment course; (2) Test the feasibility of interactive learning media product for Safety, Health and Environment; (3) Test the readability of Safety, Health and Environment interactive learning media by respondents (students) in the Department of Electronics and Informatics Engineering, Faculty of Engineering YSU.*

*This research is a research and development (R&D) type that using 4D development model (Define, Design, Develop and Dissemination). Product feasibility test is carried out by two learning material experts and two learning media experts (Expert Judgment). Subjects in this research were 25 students in the Department of Electronics and Informatics Engineering , Faculty of Engineering YSU. The technique of data analysis using quantitative descriptive analysis. The instrument used was a questionnaire using a Likert scale of scale 1 to 4 for experts and students.*

*The development results show that (1) Interactive learning media produced in the form of a Safety, Health and Environment application with the file extension \*. exe and it is standalone (2) The results of the interactive learning media product of Safety, Health and Environment course feasibility test based on the results of the material validation test obtained a percentage of 83% with the category Very Eligible, and the results of the validation test the media obtained a percentage of 86% with the category Very Eligible. (3) The readability result test of Safety, Health and Environment interactive learning media by respondents (students) obtained a percentage of 88% with the category Very Eligible. This shows that the developed of interactive learning media product for Safety, Health and Environment course is very suitable for use in learning to support teaching and learning activities.*

*Keywords: Interactive learning media, Safety, Health and Environment, Adobe Flash CS 6*