Development of Learning Media Based on Interactive Presentation Using Ahaslides Software on Choux Paste Material at Telkom Tourism Vocational School

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A B S T R A C T S

A R T I C L E   I N F O

In learning choux paste in class xi-tb 4 at Telkom Bandung Tourism Vocational School, it was found that 77% of students did not understand the choux paste material. Students must understand the theory of making choux paste because in practice it is quite difficult to make. This has become the author's attention to developing interactive presentation-based learning media using AhaSlides software on choux paste material at Telkom Bandung Tourism Vocational School.The research objectives are (1) planning the development of interactive presentation-based learning media using AhaSlides software, (2) creating interactive presentation-based learning media using AhaSlides software, (3) carrying out validation tests on interactive presentation-based learning media using AhaSlides software. This research uses the first level Research and Development (R&D) method, with a descriptive qualitative approach. The research results stated that (1) planning the development of interactive presentation-based learning media using AhaSlides software, with stages of finding potential problems, literature study, product design. (2) create interactive presentation-based learning media with the stages of creating an account on the Ahaslides software, creating files on the AhaSlides software, creating interactive presentations. (3) Carrying out validation tests on material, language and media, with a statement that they are suitable for use.

1. INTRODUCTION

Choux Pastry is a pastry product in Continental dishes. Choux Pastry can be served as an appetizer and especially dessert. The theory in making choux pastry must be understood by students because in practice making it is quite difficult. It is said to be difficult based on the results of unstructured interviews and the author's PPL experience. There are still around 77% of students who don't understand. Based on observations in classroom learning, the teacher only used simple presentations in the form of PPT and whiteboard media. So the author had the idea to develop interactive presentation-based learning media using AhaSlides software on choux paste material at Telkom Bandung Tourism Vocational School.

Interactive learning media is very necessary in the learning process on difficult material such as choux pastre material, so that students can understand the material provided. One media that can create an interesting interaction process between students and teachers is by using Interactive Presentation-based learning media using AhaSlides software. Hurd and Jenuings (2009) said, interactive presentation media is presentation media that is specifically designed to teach students a particular lesson, develop concepts and understanding and guide them in practicing their abilities, as well as motivating them to play it. Interactive presentation media can also be interpreted as delivery media that involves the presenter of material and the audience to be actively involved in presenting a topic. In this global era, there is a lot of software that can make presentations no longer boring, one of the software that can be used as an interactive presentation learning medium is using AhaSlides software.

Interactive presentations using AhaSlides software is interactive presentation software that allows real-time interaction between presenters and their audience. Interactive presentations using AhaSlides software are known to make meetings fun, interesting, inclusive, and make presentations interactive.

Interactive presentations Using AhaSlides software can also be applied in the learning process. The advantage of AhaSlides software is that it is web-based software so it can be accessed via a web browser or can be downloaded via laptop and cellphone. AhaSlides can be used in learning because it is very interactive, where students can respond to material being delivered via cellphone in real time. Using AhaSlides can also be used as a fun evaluation medium for students.

Based on the author's description that has been submitted, as a student of the Culinary Education Study Program to conduct research entitled "Development of Interactive Presentation Based Learning Media Using Ahaslides Software on Choux Paste Material at Telkom Tourism Vocational School".

1. General purpose

    The general aim of this research is to create an interactive presentation design using AhaSlides software for learning choux paste.

2. Special purpose

    (1) Planning the development of interactive presentation-based learning media using AhaSlides software.

    (2) Create interactive presentation-based learning media using AhaSlides software.

    (3) Conduct validation tests on interactive presentation-based learning media using AhaSlides software.

2. METHODS

This research uses the R & D method at level 1 because the final results of this research will produce interactive presentation-based learning media products using AhaSlides software on choux paste material.

"Conducting research but not continuing with product manufacture and not conducting field testing. In this case the research was carried out with the aim of producing a product design and the design was validated internally (expert and practitioner opinion) but not tested externally (field testing). Research is carried out to produce data that is valid, reliable, in accordance with current developments and complete, which is then used to design a product." (Sugiyono, 2015: 40-42):

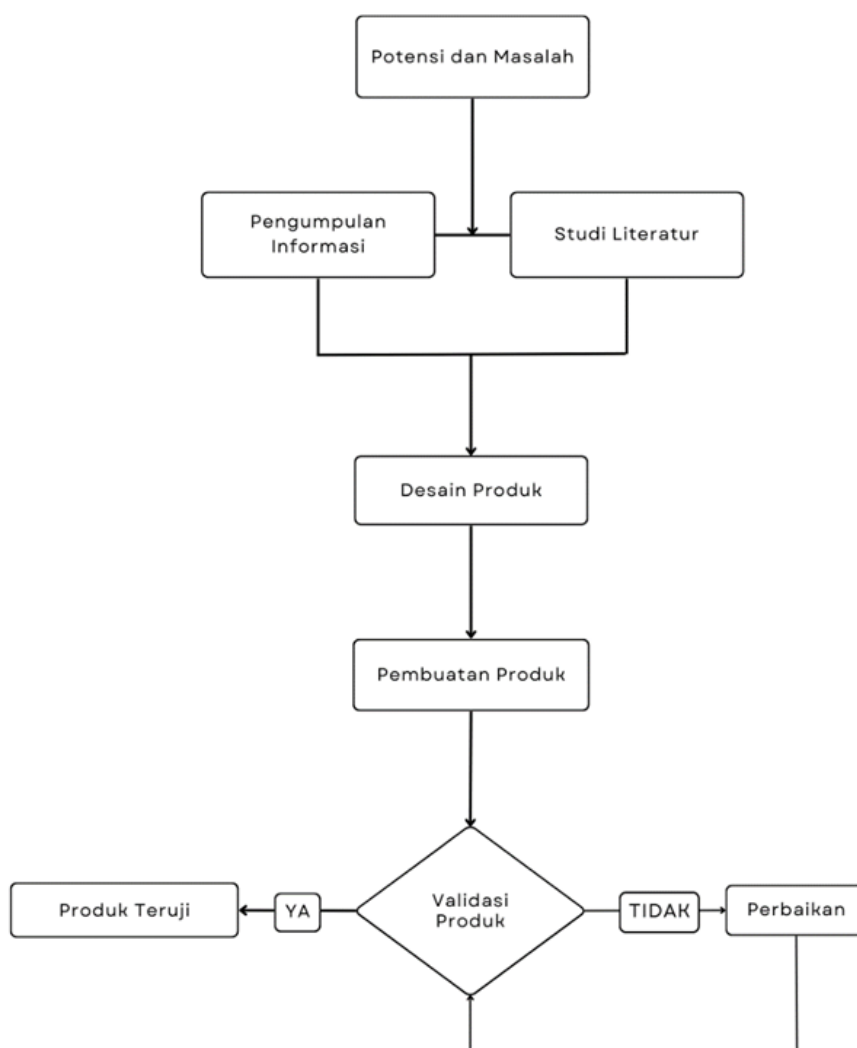The steps used in this research can be seen in the following picture:

Figure 1. Diagram

The following is an explanation of several of these stages:

1) Potential and problems

The potential and problem identification stage was carried out using the direct observation method regarding the learning media used in the implementation of pastry and bakery subjects carried out by researchers while participating in the field practice program at Telkom Bandung Tourism Vocational School.

2) Literature study and Information Gathering

Information collection and literature studies were carried out by conducting a literature review regarding learning, learning media and interactive media to study the theoretical foundations underlying the development of interactive presentation-based learning media using Ahaslides software on choux paste material at Telkom Bandung Tourism Vocational School.

3) Product Design

Making interactive presentation product designs using Ahaslides as a learning media including preparing learning materials, handouts for designing interactive presentation-based learning media development using Ahaslides software on choux paste material.

4) Product Manufacturing

This stage is the stage of creating an interactive presentation of choux paste material, including creating an interactive presentation and the editing process which refers to handouts and storyboards.

5) Product Validation

Product validation is carried out by experts to assess the suitability of the product. At this stage, experts are asked to provide assessments and suggestions for improvements to the product for improvements to be made by the author. The aspects that will be assessed are material aspects, linguistic aspects, media aspects.

6) Product Revision

At this stage, a revision process is carried out according to input from validator experts to improve the product so that it meets the applicable criteria, and the validation process is carried out again until there is no input from experts and the product is suitable.

7) Tested Products

The tested product is an interactive presentation with a format that has been validated and is suitable for use.

3. RESULTS

The results of this research lead to data obtained through several stages of data collection through preliminary studies, observation and expert judgment. The results of this research obtained planning for developing interactive presentation-based learning media using Ahaslides software, creating interactive presentations using AhaSlides software on choux paste material in pastry and bakery subjects, and validation test results for interactive presentations using AhaSlides software.

The subjects studied were Pastry and Bakery Products, Basic Competency 3.9 Analyzing Choux Paste. Thus, the object of this research is class XI students who take the Pastry Bakery Products subject. This observation was carried out during the Field Practice Program (PPL) activities at Telkom Bandung Tourism Vocational School.

The product in this research is an interactive presentation using AhaSlides software which has been validated by Dadi Mulyadi, S.Pd, MT, media lecturer at the Education Technology Study Program, Faculty of Education, Indonesian Education University, Bandung, Dra. Lilis Siti Sulistyaningsih, M.Pd., Indonesian language lecturer at the Indonesian Language Education Study Program, Faculty of Language and Literature, Indonesian Education University, Bandung and material expert namely Kadhafiah Hilmi, S.Pd who is a material expert in the field of pastry and bakery who is the Head Telkom Bandung Tourism Vocational School.

3.1. Planning the Development of Interactive Presentation Based Learning Media Using AhaSlides Software on Choux Paste Material

3.1.1. Potential and Problems

The stages of potential problems are carried out using the observation method. Observations were carried out at the Telkom Bandung Tourism Vocational School, when the researcher was carrying out Field Introduction to Educational Unit activities during the Pastry Bakery Products subject. In the observation process, the author found that during the delivery of the material, 77% of students had grades on the choux pastry material that were below average. The author also conducted searches during classroom learning activities and found that many students did not pay attention to the material presented by the teacher due to the use of media that was less interesting and interactive. After going through a discussion process with the teacher, it emerged that there was a need to develop learning media that were more interactive and interesting during the learning process. From this problem, the author had the idea to develop simple presentation media into interactive presentation-based learning media using AhaSlides software

The observation stage is carried out in several steps, namely determining the object being observed, collecting facts related to the object, and preparing a journal to record the results of the observation, taking notes, and editing the results of the observation. Apart from that, direct interviews were conducted with the resource person, namely the pastry and bakery products subject teacher, namely Ida Farida, S.Pd.

3.1.2. Literature Study and Information Gathering

This stage is carried out by searching for relevant sources such as textbooks, scientific articles, websites, recipe reviews, and other sources that have information related to the material to be presented. The results of the literature study and information gathering are contained in the form of a handout which will be used as reference material in interactive presentation-based learning media using Ahaslides software on choux paste material, which can be seen on the attached page.

3.1.3. Material Preparation

At the design stage the researcher carried out two stages, namely:

1) Material Design

Basic competencies

3.9. Analyzing cakes from choux paste

Learning objectives

Through discussions, extracting information, and observations, students are expected to be able to:

1. IdentifyCakes from choux paste with confidence
2. Explain the tools and materials used for manufacturingcake made from eclair dough (choux paste) properly
3. Sequencing the technical procedures for making cakes from choux paste correctly
4. Determine the criteria for cake results from choux paste correctly
5. Apply the technique of serving cakes from choux paste correctly
   Analyze problems in making cakes from choux paste correctly.

Learning materials:

1. Identification of cakes from eclairs (choux paste)
2. Explanation of cake tools and ingredients from choux paste
3. Processing techniques for making cakes from choux paste
4. Criteria for cake results Cake from eclair dough (choux paste)
5. Technique for serving cakes from choux paste
6. The problem of making cakes from choux paste

2) Media Design

At this stage the researcher carried out several processes to design interactive learning media by creating storyboards, collecting materials, collecting images.

The material is made according to available references, and is arranged coherently in the form of handouts to make it easier for students to study the material.

Collection of photos/images, videos, etc. Images/photos are downloaded from various sources which are then included in learning media to support material. Video on how to make choux paste as support for this material. All objects are processed using Ahaslides Software to be used as interactive learning media

3.1.4. Create a script or storyboard

Storyboard is a description of the process of making learning media which was created to facilitate the process of making learning media products which can be seen in Appendix page 71.

3.2. Creating Interactive Presentation Based Learning Media Using Ahaslides Software on Choux Paste Material

In this process, media creation goes through a series of stages. Namely compiling all components such as material, evaluation, images, videos into Interactive Learning Media using AhaSlides software. The process of creating learning media is structured according to a previously designed storyboard. The design results in the form of a lossless compression file format (*.png) are then applied to the application background.

3.2.1. Create an account on AhaSlides software

Account creation is done on the main display of the AhaSlides website by pressing the available registration option. Creation is done by filling in your personal information and including your email address. The registration process requires verification of the attached email account by opening a letter from the ahaslides developer which contains a link to click. The account will be verified and can be used to create interactive presentation-based learning media using Ahaslides software on choux paste material.

3.2.2. Create files in AhaSlides software

Creating files in the AhaSlides software can be done by accessing the main page after logging in using AhaSlides. Files can be created by pressing the create button then selecting the create new option.

3.2.3. Creation of Interactive Presentations

Creating interactive presentation-based learning media using Ahaslides software on choux paste material through a series of processes such as entering designs into Ahaslides software, inserting material and supporting images into Ahaslides software, entering questions into Ahaslides software, and creating procedures for using interactive presentation-based learning media using Ahaslides software. on choux paste material.

The following is the process of creating Interactive Presentation Based Learning Media Using Ahaslides Software on Choux Paste Material:

1) Main View

When you open the application, the main display will appear in the form of an animation in graphics interchange format (*.gif) which is a type of format that uses a bitmap image format and supports 8 bits per pixel in each image.

Figure 2. Main View

2) Instructions for use
   Guide on how to use interactive presentations via AhaSlides software

Figure 3. Display Instructions for Use

3) Log In View
   When you move to the next page, a QR Code scan display will be available so that students can follow the learning process interactively, and there is also a menu feature at the bottom left and a chat column that can be used to communicate.

Figure 4. Log In View

4) Display the title of the main material
   Contains a display to introduce the main topic of discussion of the material to be presented. The title of the material and basic competencies as well as the name of the subject are listed.
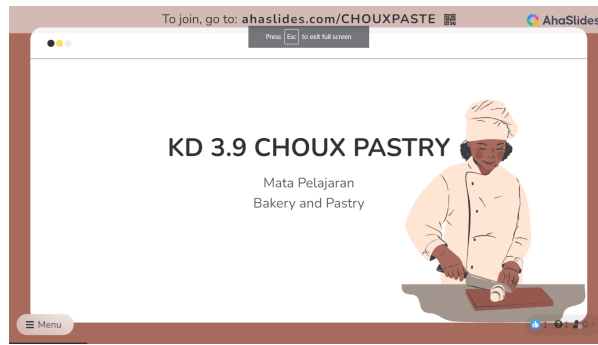
Figure 5. Display of Main Material Title

5) Display of learning objectives
    On this page, a display of the learning objectives in the choux paste material will be available so that students can understand the learning objectives in the material that will be presented

Figure 6. Learning Objectives Display

6) Interactive display of word clouds
    Next is the interactive slide display of word clouds, where this feature helps to help visualize the popularity of words or phrases that are thought by the audience. This feature simply shows how words are visualized, and to gather understanding learners can submit their own words

Figure 7. Word Clouds Feature View

7) Material
    This page contains several material displays which are sorted based on stages starting from understanding, history, materials used, equipment used, cooking methods, tips on making, to how chemical reactions occur during the process of making choux pastry products.

Figure 8. Material View

8) View video of making choux pastry
This display presents videos associated with videos on the YouTube page which are useful for enriching the material to be presented and providing audio-visual information about the process of making the product.
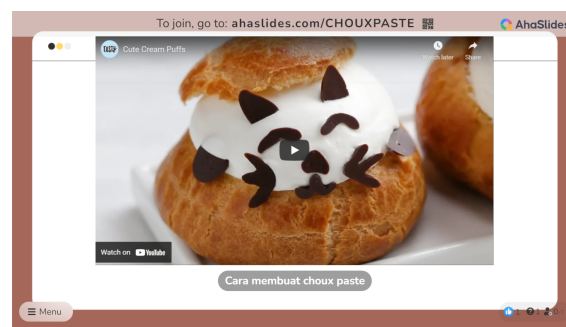

Figure 9. Video view of making choux paste

9) Evaluation
The evaluation page is designed to resemble a fun quiz with questions related to the material that has been presented. There are 3 questions with a competition quiz model so that the evaluation process is enjoyable.
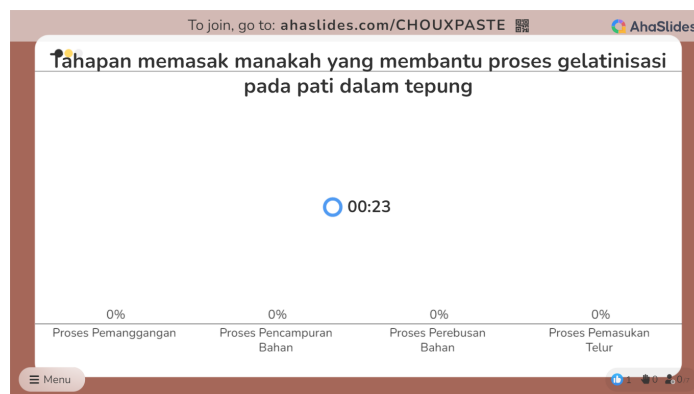

Figure 10. Evaluation View

10) Task
This display provides information about the assignments that will be given with directions from the teacher.

Figure 11. Task View

11) Handout link

This display displays a link connected to an online handout document which is useful as additional material and information about choux pastry products, so that students can read it easily.

Figure 12. Handout View

12) Closing

This display provides information to students that the learning activity has been completed.

Figure 13. Closing View

3.3. Carrying out Validation Tests for Interactive Presentation Based Learning Media Using AhaSlides Software on Choux Paste Material

3.3.1. Material Expert Validation Analysis

At the data analysis stage the learning media is tested for suitability by material experts. This instrument analysis is used to determine the suitability of the learning media aspect, namely the content of the material.

The material expert validation process was carried out by a material expert who is the Principal and teacher in the pastry bakery sector at Telkom Bandung Tourism Vocational School, namely Mrs. Kadhafiah Hilmi, S.Pd. Validation will be carried out on Thursday, June 30 2022 at the Telkom Bandung Tourism Vocational School.

Table 1. Material Expert Validation Results Table2Material Expert Validation Results

Aspect	Item	Appropriateness
	1. Suitability of material to the syllabus	Worthy
	2. Suitability of material to learning objectives	Worthy
	3. Conformity of material with competency standards	Worthy
	4. Suitability of material with basic competencies	Worthy
	5. The correct choux paste ingredients are correct	Worthy
	6. The completeness of the materials for the choux paste making process is correct	Worthy
	7. Knowledge of choux paste making tools is correct	Worthy
	8. Knowledge of the ingredients for making choux paste is correct	Worthy
	9. Knowledge of general information regarding choux paste is correct	Worthy
Material Contents	10. The process of making choux paste is arranged sequentially	Worthy
	11. The manufacturing stages are arranged systematically and specifically	Worthy
	12. The characteristics of choux paste are correct	Worthy
	13. The material is written in standard language	Worthy
	14. Accurate drawing of tools and materials for the process of making choux paste	Worthy
	15. Easy to understand images	Worthy
	16. Accuracy of presentation in presenting material	Worthy
	17. The presentation of the material is coherent	Worthy
	18. Easy to understand overall	Worthy

According to the results of the second stage of validation, it can be concluded that all aspects have received appropriate assessments and no input has been given, so that the learning media in terms of material can be declared appropriate.

3.3.2. Language Validation Analysis of Material Content by Linguistic Experts

The linguist validation process is carried out by a linguist who is a Lecturer in Indonesian Language Education, Faculty of Language and Literature Education, Indonesian Education University, Mrs. Dra. Lilis Siti Sulistyaningsih, M.Pd..

Validation was carried out on Friday, July 15 2022. The validation results can be seen in the following table:

Table 3. Linguist Validation Results

Aspect	Item	Appropriateness
Straightforward	1. Accuracy of sentence structure	Worthy
	2. Sentence effectiveness	Worthy
	3. Standardity of terms	Worthy
Communicative	4. Message readability	Worthy
	5. Accuracy in the use of language rules	Worthy
Dialogic and Interactive	6. Ability to motivate messages or information	Worthy
	7. Ability to encourage critical thinking	Worthy
Suitability and consistency with the level of development of students	8. Suitability of students' intellectual development	Worthy
	9. Suitability to the level of emotional development of students	Worthy
Sequence and integration of thought flow	10. Sequence and integration between learning activities	Worthy
	11. Sequence and coherence between paragraphs	Worthy
Use of terms, symbols, or icons.	12. Consistency in use of terms	Worthy
	13. Consistent use of symbols or icons	Worthy

According to the table above, it can be concluded that the results of the linguist's validation are appropriate in all aspects so that the learning media from the linguist's perspective is appropriate and can be used.

3.3.3. Media Expert Validation Analysis

The media expert validation process was carried out by a media expert who is a Lecturer in Educational Technology, Faculty of Education, Indonesian Education University, Mr. Dadi Mulyadi, S.Pd, MT,.

Validation was carried out on Thursday, July 21 2022. The validation results can be seen in the following table:

Table 4. Media Expert Validation Results

Aspect	Item	Appropriateness
	1. Attraction/Opening	Worthy
	2. Text Readability	Worthy
	3. Appropriate text font	Worthy
	4. Text Color Harmony with Background	Worthy
	5. Image suitability to material	Worthy
Learning Media Display	6. Image Sharpness	Worthy
	7. Clarity of Instructions for Media Use	Worthy
	8. Arrangement or Layout Arrangement	Worthy
	9. Consistency of Button Usage	Worthy
	10. Appropriate Use of Fonts	Worthy

	11. Speed in opening media (Loading)	Worthy
	12. Simplicity of Visual Media	Worthy
Learning Media	13. Clarity of Instructions	Worthy
Programming	14. Ease of Use	Worthy
	15. Text Efficiency	Worthy
	16. Ease of Opening and Closing Programs	Worthy
	17. Ease of Using the Program	Worthy
	18. Increasing Learning Motivation	Worthy
	19. Increasing Student Interactivity	Worthy
Media Benefits	20. Use of Learning Media is Easier to Understand	Worthy

Based on the results of the second stage of validation, there are no further suggestions for improvement and the assessment scale is appropriate. So that learning media is suitable for use in terms of media.

4. DISCUSSION

Discussion of research results on the development of interactive learning media using Ahaslides software on choux paste material refers to the research objectives. The following is a presentation of the research results:

1) Planning the Development of Interactive Presentation Based Learning Media Using AhaSlides Software on Choux Paste Material

According to Rudi (2009), the success of media use cannot be separated from how well the media is planned. Media that can change student behavior (behavior change) and improve certain student learning outcomes cannot take place spontaneously, but requires a comprehensive analysis by paying attention to various aspects that can influence learning success. At this stage the researcher carried out observation activities carried out with PLSP activities at the Telkom Bandung Tourism Vocational School. Observations were carried out by observing the learning process that occurred in class XI and seeing the results of the products made during the practicum process. There are still many students who are confused about the process of making choux pastry and the existing media does not support it so that students who have low comprehension skills do not understand the material during the learning process. Based on this problem, researchers tried to develop interactive learning media using AhaSlides software on choux pastry material.

2) Creating Interactive Presentation Based Learning Media Using AhaSlides Software on Choux Paste Material.

Rudi (2009), said that the manufacturing process is carried out after the materials have been collected and the materials have been summarized, then the work process is complete. Next, change the final presentation result whether in the form of a Slide Show, Web Pages, or Executable File (exe). In this process, researchers carry out the process of creating visual designs through illustration applications so that the media has a harmonious and harmonious theme. The creation process is carried out by following the storyboard that has been created and adapting it to the material that has been collected. The creation process is based on storyboards and handouts. The production is structured by aligning the

presenter's display and the audience's display, so that the display is not cut off and the delivery of the material can be easily received.

3) Validation Test

The validation test process is carried out using questionnaires. A questionnaire is a data collection technique that is carried out by giving a set of questions or written statements to respondents to answer (Sugiyono, 2008: 199). The validation process was carried out by 3 expert judges who were experts in their respective fields. And in the second stage of validation, Interactive Presentation Based Learning Media Using AhaSlides Software on Choux Paste Material was declared feasible in all aspects.

5. CONCLUSIONS

The results of planning the development of interactive presentation-based learning media using Ahaslides software on choux paste material with material design in the form of handouts and storyboards created to support the process of creating interactive presentation learning media using AhaSlides software. The material design is made in the form of a handout which is made into an e-book which is used as a reference source for material used in interactive presentations using AhaSlides software. From the results of the storyboard design, 16 storyboard slides were created which were used to design interactive presentation-based learning media using AhaSlides software. The results of creating interactive presentation-based learning media using AhaSlide software, with a total of 31 slides consisting of an opening section, instructions for use, materials, creation video, quiz and closing. The validation test results of interactive presentation-based learning media using Ahaslides software on choux paste material were declared suitable for use. The validation test process with media experts, material experts and language experts stated that the media was suitable for use and there was no further improvement process.

6. REFERENCES

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