# Development of Website-Based Learning Media in Indonesian Cake and Beverage Management Courses for Culinary Students FT UNIMED

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**Abstract.** The purpose of this research is the development of website-based learning media in the Indonesian Cake and Beverage Management course for the culinary arts students of FT UNIMED. While the research sample is culinary arts students who take the Indonesian Cake and Beverage course in the even semester of 2022. The research method used is research and development, because this research includes development research which is intended to produce learning products that are suitable for use and appropriate. needs. The results of this study in each cycle using a website-based learning method proved to have increased. This is evidenced by the results of the average value obtained in the first cycle is 50.70 and in the second cycle is 94.90. With the two average values in both cycles, it can be concluded that the use of website-based learning media in Indonesian cake and beverage management courses is said to be successful.

**Keywords:** Website Based Learning Media, Indonesian Cake and Beverage.

### 1 Introduction

Currently the use of the internet or the web (word wide web) as a source of information

has been widely used. In education, the website can be used as a learning media to support formal education programs and as online class program channel, what educators can do is understand potential of the website and use it effectively to support self-learning student. Along with the times, educators, especially lecturers, are expected to be able to provide innovation and support in the learning process. especially in this day and age where learning is required to be two-way, interactive and educative. Web-based learning media can combine a variety of media. The types of media include text, images, audio, video, animation, even simulation. as we know that the Website is one of the platforms that can load many databases that are useful as containers or facilities that can informing an object whether it is institutional information, learning, promotions and so on. Website learning media is considered effective in the learning process because of its easy access. The website can be accessed via a laptop or smartphone, both Android and iOS systems.

Teaching methods greatly affect learning, teaching methods which is not appropriate will also affect student learning. Method Inappropriate teaching can occur, for example, because the teacher lacks preparation and lack of mastery of the subject matter so that the teacher presenting it is not clear or the teacher's attitude towards students and or eyes the lesson itself is not good, so students are not happy with lesson or teacher. As a result, students are lazy to study. The teaching and learning process is an interaction between teachers with students in a learning to achieve goals set. Successful implementation of learning strategies

highly dependent on the way the teacher uses learning methods, because a learning strategy may only have implemented through the use of learning methods. The method can be said to be good it's all very closely related with the teacher's ability to organize, select and activate the entire program of teaching and learning activities. Ability to search and using methods in teaching and learning activities is a job everyday teacher. It requires persistence and constant practice continuously. Will students be stimulated/interested and actively participate in learning activities, it really depends on the method used. Active students in learning activities means that the learning outcomes are embedded in memory.

The Indonesian Cake and Beverage Management course is one of a knowledge in the management and presentation of food, in particular Processing and serving various types of cakes. In this case the courses Indonesian Cake and Beverage Management is one of the lessons which is both theoretical and practical in nature which contains the types of snacks and/or snacks that are usually sweet or sometimes savory. Cake Products and Indonesian drinks such as: Traditional and contemporary cakes.

Based on the observations made, there are several things that become a problem in the learning process that reduces the level of time efficiency, namely the provision of teaching materials that are distributed so much conventionally in lectures so that it makes a lot of time spent only on the provision of these teaching materials. material standardization, Inadequate means of receiving and storing means many students take different references from the internet so the results are not in accordance with the learning of the Cake and course Indonesian Drinks. In addition, the condition of Covid-19 caused a meeting face-to-face contact should be minimized.

Selection of learning media that will be used in the activity teaching and learning is done by paying attention to the material to be taught studied. Selection of appropriate media will help clarify the material learned and will help students to improve their results learn it. However, if the selection of media is not appropriate, then the material presented in the media becomes less clear which results in student understanding and learning outcomes. Good media does not necessarily guarantee the success of student learning if the lecturer can't use it well. Selected media properly, it must be utilized as best as possible, in accordance with the principles of media utilization Learning media is anything that can be used to distribute messages (learning materials), so that they can stimulate attention, interest, thoughts and feelings of learners in learning activities to achieve certain learning objectives [1]

Website is a collection of interconnected pages in which there are several items such as documents and images stored on a web server <sup>[2]</sup>. The web app is an application that resides on a web server that users can access via a browser. Web apps usually display user data and information from the server.

With growing insight, humans add and mix a variety of ingredients and aromas, so that

give rise to such wide variations. Variety of cakes and drinks Indonesia can also be formed with various techniques and methods different processing. However, these variations cannot be separated of art and beauty. Various sciences are learned to be able to serve cakes and drinks with good quality. Current knowledge in processing and serving cakes and drinks not only learn how these two things can be presented and can be enjoyed, but must also require a touch of technology and art. Currently, Indonesian cakes and drinks are studied as a science and the art of processing and serving various kinds of cakes and drinks with a distinctive Indonesian taste. Culinary becomes very important as a national culture. Indonesia have a lot of food diversity that differs between regions, must protected from being claimed by other countries. Like dance, culinary is part of Indonesian cultural identity. [3]

Website-based learning media is a tool that can facilitate Indonesian cake and beverage learning program effectively with provide the contents of the material in the cake and beverage management course Indonesia into website media so that students can access various theories, recipes, and videos about Indonesian cakes and drinks anytime and wherever students are.

#### 2 Method

The research method used is research and development, because this research is included in the intended development research to produce learning products that are worthy of use and appropriate needs. Based on the development model used, namely the development of ADDIE, the research methods used are: 1) The analysis stage is identifying learning needs and compiling learning objectives that refer to the applicable curriculum programmed study of culinary education at Medan State University. Identify student behavior and characteristics. This is done to find out the conditions of the object or target of the product being developed can be accepted, 2) At the design stage, the activities carried out are designing website, 3) At the development stage, the activities to be carried out are: a) make the initial display of the website media when the media is opened, b) insert the content, photos and videos. 4) After the design is developed then things The next step is to implement the product; the implementation stage This is done to see the condition of the website media when the media is running. If the media website that has been created can already be run according to what planned, then the next activity is to evaluate the website media. However, if it is not appropriate, then the revision stage is carried out again media. 5) The evaluation or testing phase of the product to validate product. Evaluation activities are carried out by learning material experts, media experts learning and learning media users, namely students [4].

### 3 Results and Discussion

Data collection instruments on the development of this form of assessment instrument to assess the products have been developed. Instrument staple used to collect data in this development is to use a questionnaire sheet. Indicator as a tool to measure changes that occur in an event or an activity. In order to be able to measure learning outcomes, it is necessary to have indicators as a reference to assess the extent to which the development of one's learning outcomes. The scale of measurement in this study refers to a Likert scale, where each made using a 1-5 scale response

categories were given a score or weight is the amount of a score between 1 and 5, with details as written in Table 1 below:

Table 1. Assessment Criteria

Score	Criteria	Percentage	
A	Very Good	100 – 90	
В	Well	89 - 70	
C	Pretty Good	69 - 50	
D	Not Good	49 - 30	
E	Very Not Good	29 - 0	

The quality of learning materials on website-based media on Indonesian cake and beverage management course has 3 aspects assessed, including: aspects of content feasibility, aspects of presentation and aspects of the assessment of the language used in the media learning. The results of the assessment of the development of learning media website-based on cake and beverage management courses Indonesia as an independent learning media are as follows table 2 below:

Table 2. Assessment Expert and User

Assessment	Criteria	Percentage	
Expert Content	Very Good	91.07	
Expert Media	Very Good	92.03	
College Student	Very Good	95.00	

The results of research on website-based learning media on the study of Indonesian cake and beverage management course has 3 types of validation assessments include, assessments based on material experts on table above can be seen the results of the development of website-based learning media on the Indonesian cake and beverage management course with a score of 91.07 included in the very good criteria. On media experts with an achievement score of 92.03 included in the very good criteria and the student respondents obtained a value of 95.00 is included in the very good criteria.

Based on the feasibility test of learning media which consists of evaluation feasibility test, expert validation results and student testing can be concluded that the website-based Learning Media in Indonesian cake and beverage processing courses that have been developed is suitable for use as learning media. The existence of e-learning as a part of tele-education can provide an alternative new way of learning where the teacher and students are not in the room and the same time, even so the teaching and learning process can still run in a virtual environment, therefore e-learning is often called Virtual Learning Environment (VLE) [5].

#### **4 Conclusion**

Based on the formulation, objectives, results, and discussion of this research, it can be concluded learning media for Indonesian cake and beverage management based on the website according to material experts is in the very good category. Then, learning media for Indonesian cake and beverage management based on the website according to media experts is in the very good category. And then, learning media for Indonesian cake and beverage management based on website according to students is in the very good category.

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