

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN *VIRTUAL REALITY* PERAWATAN LUKA DIABETIKUM (*VIRALU*) UNTUK MENINGKATKAN *SELF-EFFICACY* DAN KEMAMPUAN PSIKOMOTOR MAHASISWA KEPERAWATAN

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Latar Belakang: Pembelajaran praktik perawatan luka secara konvensional menghadapi keterbatasan, seperti fasilitas laboratorium, ketersediaan alat dan bahan, waktu latihan, serta risiko keselamatan pasien. Oleh karena itu, Perkembangan teknologi digital seperti *Virtual Reality (VR)* bisa digunakan sebagai media pembelajaran inovatif yang aman dan efektif serta meningkatkan kepercayaan diri serta keterampilan psikomotor mahasiswa.

Tujuan : Penelitian ini bertujuan mengembangkan media pembelajaran *Viralu* untuk meningkatkan *self-efficacy* dan kemampuan psikomotor mahasiswa keperawatan.

Metode: Rancangan penelitian tahap satu dengan *Research and Development (RnD)* dengan model ADDIE. Untuk uji normalitas menggunakan uji *saphiro wilk* dan uji *paired sample t-test* dilakukan untuk mengetahui perbedaan peningkatan *self-efficacy* dan kemampuan psikomotor sebelum dan setelah intervensi pada kelompok kecil

Hasil: Uji validitas konten media pembelajaran *Viralu* dengan nilai S-CVI/UA = 1 menunjukkan tingkat validitas sangat tinggi. Adapun untuk uji reliabilitas antar rater dengan menggunakan uji *inter class correlation* sebesar 0.853 dan signifikansi 0,000 yang berarti tingkat kesepakatan antar pakar mengenai media pembelajaran *Viralu* yaitu baik. Pada uji kelayakan dengan menggunakan uji *USE* pada 5 mahasiswa didapatkan nilai 85,02 yang artinya sangat layak. Pada uji kelompok kecil menggunakan uji *paired-sample test* pada variabel baik *self-efficacy* maupun psikomotor didapatkan nilai *p-value* 0,001 ($p < 0,05$) dapat disimpulkan bahwa perbedaan yang signifikan penggunaan media pembelajaran *Viralu* sebelum dan setelah intervensi.

Kesimpulan: Hasil ujicoba pada kelompok kecil didapatkan bahwa media pembelajaran *Viralu* dapat diuji cobakan kepada sampel yang lebih besar.

kata kunci: perawatan luka; *self-efficacy*; psikomotor, mahasiswa; *virtual-reality*

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ABSTRACT

DEVELOPMENT OF VIRTUAL REALITY LEARNING MEDIA FOR DIABETIC WOUND CARE (VIRALU) TO IMPROVE SELF-EFFICACY AND PSYCHOMOTOR ABILITIES OF NURSING STUDENTS

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Background: Conventional wound care practice learning faces limitations, such as laboratory facilities, availability of tools and materials, training time, and patient safety risks. Therefore, the development of digital technology such as Virtual Reality (VR) can be used as an innovative, safe and effective learning medium that can improve students' self-confidence and psychomotor skills.

Objective: This research aims to develop Viralu learning media to improve the self-efficacy and psychomotor skills of nursing students.

Method: The first-stage research design used Research and Development (RnD) with the ADDIE model. The Sapphiro-Wilk test was used to test for normality, and the paired sample t-test was used to determine the differences in self-efficacy and psychomotor abilities before and after the intervention in small groups.

Results: The validity test of the Viralu learning media content with an S-CVI/UA value of 1 indicates a very high level of validity. As for the inter-rater reliability test using the interclass correlation test of 0.853 and a significance of 0.000, which means the level of agreement between experts regarding the Viralu learning media is good. In the feasibility test using the USE test on 5 students, a value of 85.02 was obtained, which means it is very feasible. In the small group test using the paired-sample test on both self-efficacy and psychomotor variables, a p value of 0.001 ($p < 0.05$) was obtained. It can be concluded that there is a significant difference in the use of Viralu learning media before and after the intervention.

Conclusion: The results of the trial on small groups showed that the Viralu learning media could be tested on larger samples.

keywords: psychomotor, students; self-efficacy; virtual reality; wound care;

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