

ABSTRAK

I Kadek Dwi Yudhistira Sidhanta, 2019. “Minat Mahasiswa Program Studi D-III PMIK Poltekkes Kemenkes Malang Dalam Penilaian Hasil Pembelajaran dengan Game Interaktif Matakuliah Manajemen Informasi Kesehatan – III 2019”. D-III Perekam Medis dan Informasi Kesehatan Politeknik Kesehatan Kemenkes Malang.
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Program Studi D-III Perekam Medis dan Informasi Kesehatan Politeknik Kesehatan Kemenkes Malang memiliki beberapa matakuliah, salah satunya adalah matakuliah Manajemen Informasi Kesehatan – III. Penilaian hasil belajar masih dilakukan secara konvensional dan belum banyak inovasi yang muncul. Penelitian ini bertujuan untuk mengetahui minat dari mahasiswa Program Studi D-III Perekam Medis dan Informasi Kesehatan Politeknik Kesehatan Kemenkes Malang dalam Game Interaktif Matakuliah Manajemen Informasi Kesehatan – III. Rancangan penelitian ini adalah *Research and Development*, dengan tahap observasi terhadap responden dilakukan satu kali dalam kelompok data yang sama. Sampel penelitian menggunakan *total sampling* sejumlah 66 responden. Game Interaktif Matakuliah Manajemen Informasi Kesehatan – III dibuat menggunakan pemrograman *HTML5*, *CSS3*, *Javascript*, dan *sublime text 3* serta telah mendapat pernyataan validasi dari ahli teknologi informasi. Kegiatan sosialisasi diikuti oleh 2 kelas dan diimplementasikan sesuai dengan kaidah penelitian. Penghitungan data pada penelitian ini menggunakan penghitungan manual dengan hasil penghitungan akhir 94,57% yang berarti responden penelitian berminat dengan adanya Game Interaktif Matakuliah Manajemen Informasi Kesehatan – III sebagai media penilaian hasil pembelajaran. Game Interaktif Matakuliah Manajemen Informasi Kesehatan – III ini dapat dijadikan referensi dan opsi dalam meningkatkan inovasi penilaian hasil pembelajaran matakuliah Manajemen Informasi Kesehatan di Program Studi D-III Perekam Medis dan Informasi Kesehatan Politeknik Kesehatan Kemenkes Malang.

Kata kunci : **minat, game interaktif, manajemen informasi kesehatan**

ABSTRACT

I Kadek Dwi Yudhistira Sidhanta, 2019. *"The Student Interest of D-III Medical Recorder and Health Information Study Program State Health Polytechnic of Malang in the Assessments Results of Study with College Course Interactive Games Health Information Management – III 2019". D-III Medical Recorder and Health Information State Health Polytechnic of Malang.*

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D-III Medical Recorder and Health Information Study Program of State Health Polytechnic of Malang have several college courses, one of which is college course of Health Information Management – III. The assesment of learning outcomes are still carried out conventionally and does not have any inovation emerged. The aim of this research are to knowing the interest to the Interactive Games of College Course of Health Information Management – III to the student of D-III Medical Recorder and Health Information Study Program State Health Polytechnic of Malang. The design of this research is Research and Development, with done in once and in the same group observation stage of the respondent. The sample of research are total sampling with 66 respondent as a sample. Interactive Games of College Course of Health Information Management – III was made with program HTML5, CSS3, Javascript and sublime text 3. With an expert validation statement from the expert of information techonology. Socialization activity of interactive games followed by 2 classes and implemented according to the research rules. Data analysis test in this research is using a manual calculation with 94,57% as a result which means high level of respondent's interest on Interactive Games of College Course of Health Information Management – III as an assesment of learning outcomes. This interactive games can be used as a reference and option in order to improving inovation about assesment of learning outcomes of college course of Health Information Management in State Health Polytechnic of Malang.

Keywords : *interest, interactive games, health information management*