COMPETENCY ENHANCEMENT IN MAKING CHILDREN SHIRT PATTERN THROUGH THE MEDIA ANIMATION LEARNING TO THE X GRADER STUDENTS OF BOUTIQUE FASHION DEPARTMENT OF DIPONEGORO DEPOK VOCATIONAL SCHOOL (SMK)

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ABSTRACT

This study aimed at: 1) implementing the learning process with animated media to the learning of children shirt pattern making for the X grader student of clothing boutique department in Diponegoro Depok Vocational School (SMK), 2) increasomg the competence of the learning of children shirt pattern making through the medium of learning with animations on the X grader students of fashion boutique department of Diponegoro Depok Vocational School (SMK); 3) knowing the opinion of X grader students of fashion boutique department of Diponegoro Depok Vocational School (SMK) on the application of animation media to the learning of children shirt pattern making using animated media.

This research is a class action research model by Kemmis and Taggart. The classroom action research line consists of (1) Planning, preparing the action plan, (2) Action, the implementation of appropriate learning procedures existing in school, (3) Observation, observation activities carried out by observers at the time the action takes place, (4) Reflection, thoroughly reviewong the actions taken from the data collected. The subjects in this study were 27 students of X grader in the clothing boutique department. Data collection techniques using observation sheet to collect data during the course of action through learning the animation medium, pieces of research to test the performance of research and students' opinion poll about media animation were applied. The obtained data were in the form of qualitative ones analyzed with descriptive statistical analysis techniques. The validity test of research instruments was done based on expert judement and reliability testing using the percentage of whole grain formula statement of all respondents.

The research results showed that: 1) the students' learning activities by observation learning with animated media cycle I (79.64%), increased in cycle II (90.74%); 2) The improvement of the learning practices of students children shirt pattern based on the KKM of pre-action level with an average grade 69.88 (40.7%) in the cycle I increased with an average grade 71.6 (62.9%) and in the cycle II increased by the class average of 74.05 (92, 5%); 3) The students' opinion about the application of animation media on the learning for the children shirt pattern making in the X grader student of Diponegoro Depok Vocational School (SMK) included in the category of 'like' with 20 students or 74.08%, 'fairly like' with 7 students or 25.93%. While those included in the category 'not like' is none or (0%).

Keywords: Animation media learning, practice learning outcomes