DIGITAL MEDIA DEVELOPMENT TRAINING FOR LESSON  
ENGINEERING DRAWING AT SMK N 1 SEYEGAN

By:  
To‘at Wicaksono  
07503241020

ABSTRACT

This research as a purpose to design an appropriate digital learning media to support learning in training the lesson flat pattern engineering drawings. Determine the feasibility of digital learning media training flat pattern engineering drawings of the lesson. Knowing the increase in learning achievement of students between classes of experiments using a power point animation and control class using conventional learning.

The research used types of R & D method and nonequivalent control group design. The research was conducted at SMK N 1 Seyegan with class 2 Metal Fabricated Techniques 1 (2 TFL1) as an experimental class and class 2 Metal Fabricated Techniques 2 (2 TFL2) as control class. The first research using a questionnaire to test the feasibility, samples were taken from students 2 TFL1 as many as 6 people for small-scale tests. For large-scale tests conducted by the class 2 TFL1, involving all students in class 2 TFL1. The second research class 2 TFL 1 as experiments class experience treatment by using a digital teaching media in teaching learning activities, while class 2 TFL 2 as control class decided using conventional learning strategies in teaching learning activities.

The process of making digital media openings engineering drawings using microsoft office power point, and corel draw. Feasibility of digital media content to the results of expert assessment of the quality of the material aspects 3.63 with the criteria well and with the presentation aspects 3.67 with the criteria well, media expert assessment scores obtained for the 4 aspects of communication with the criteria very well, the technical design aspects 4 with criteria is very good and aspect display format 3.67 with criteria well, while small-scale feasibility test scores obtained on the communication aspect of 4.37 with the criteria very well, and the technical design aspects 4.3 with criteria very well. While large-scale test scores given to communication aspects 3.8 with the criteria well and the technical design aspects 3.9 with criteria well. Digital media can be increase achievement from pretest 69.45 to posttest 82.21. There is a difference between result of the learning achievement by learning to use digital media power point a conventional, the t test produce 2.216 by ttable with db = 64 significant level 5% of 1.671 there is a comparison of decision ttable < tcount.

Key words: Digital media power point, Flat pattern engineering drawings