

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS *ADOBE*
FLASH UNTUK SULAM PITA PADA MATA PELAJARAN PEMBUATAN
HIASAN BUSANA DI SMK NEGERI 1 DEPOK SLEMAN YOGYAKARTA**

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ABSTRAK

Tujuan penelitian ini adalah untuk: 1) Untuk menghasilkan media pembelajaran interaktif berbasis Adobe Flash untuk sulam pita pada mata pelajaran pembuatan hiasan yang menarik dan sesuai di SMK Negeri 1 Depok Sleman Yogyakarta. 2) Mengetahui tingkat kelayakan media pembelajaran interaktif berbasis Adobe Flash untuk sulam pita pada mata pelajaran pembuatan hiasan agar layak digunakan sebagai media pembelajaran di SMK Negeri 1 Depok Sleman Yogyakarta.

Penelitian pengembangan media pembelajaran interaktif berbasis *Adobe Flash* ini termasuk dalam jenis penelitian dan pengembangan atau *Research and Development (R&D)*. Model pengembangan menggunakan model pengembangan dari Brog & Gall yang disederhanakan oleh Puslitjaknov (2008) yang meliputi lima langkah utama. Subjek penelitian ini yaitu siswa kelas XI Tata Busana di SMK Negeri 1 Depok Sleman Yogyakarta yang berjumlah 6 siswa pada uji coba skala kecil dan 25 siswa pada uji coba skala besar. Teknik pengumpulan data menggunakan angket, validitas instrumen dengan pertimbangan tiga ahli (*experts judgment*) dan koefisien reliabilitas dilakukan menggunakan Alfa Cronbach . Analisis data menggunakan teknik analisis deskriptif.

Hasil penelitian adalah: 1) produk media pembelajaran interaktif berbasis *Adobe Flash* untuk sulam pita dilakukan melalui lima tahap yaitu a) analisis kebutuhan. b) mengembangkan produk awal. c) validasi ahli dan revisi. d) uji coba lapangan skala kecil dan revisi produk e) uji coba lapangan skala besar dan produk akhir. 2) Hasil presentase kelayakan oleh ahli materi dan media yang diperoleh adalah 100% yang termasuk dalam kategori “sangat layak, kemudian penilaian uji coba lapangan skala kecil yang diperoleh berdasarkan hasil uji coba kepada 6 siswa memperoleh presentase 85% yang termasuk dalam kategori “sangat layak”, untuk penilaian uji coba lapangan skala besar yang diperoleh berdasarkan hasil uji coba besar pada 25 siswa memperoleh presentase 93% yang termasuk dalam kategori “sangat layak”. Berdasarkan hasil uji kelayakan dari siswa dapat disimpulkan bahwa media pembelajaran interaktif berbasis *Adobe Flash* untuk sulam pita pada mata pelajaran pembuatan hiasan di SMK Negeri 1 Depok Sleman Yogyakarta “sangat layak” digunakan sebagai media pembelajaran

Kata kunci: pengembangan media interaktif, sulam pita

DEVELOPING ADOBE-FLASH-BASED INTERACTIVE LEARNING MEDIA FOR RIBBON EMBROIDERY IN THE FASHION ORNAMENT MAKING SUBJECT AT PUBLIC VOCATIONAL HIGH SCHOOL 1 OF DEPOK, SLEMAN, YOGYAKARTA

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ABSTRACT

This study aimed to: 1) produce interesting and relevant Adobe-Flash-based interactive learning media for ribbon embroidery for the ornament making subject in Public Vocational High School 1 of Depok, Sleman, Yogyakarta; and 2) investigate the appropriateness level of the Adobe-Flash-based interactive learning media for ribbon embroidery for the ornament making subject as learning media in Public Vocational High School 1 of Depok, Sleman, Yogyakarta.

The study on the development of Adobe-Flash-based interactive learning media was a research and development (R&D) study. The development model used Borg & Gall's development model simplified by the Center for Educational Policy and Innovation Studies (2008) which included five main steps. The research subjects were students of Grade XI of Fashion Design of Public Vocational High School 1 of Depok, Sleman, Yogyakarta, with a total of 6 students in the small-scale tryout and 25 students in the large-scale tryout. The data were collected using a questionnaire. The instrument validity was assessed by three experts (through expert judgment) and the reliability coefficient was calculated using Cronbach's Alpha. The data were analyzed using the descriptive analysis technique.

The results of the study were as follows. 1) The Adobe-Flash-based interactive learning media product for ribbon embroidery were made through five stages, i.e.: a) needs analysis, b) preliminary product development, c) expert validation and revision, d) a small-scale field tryout and product revision, and e) a large-scale field tryout and final product. 2) The appropriateness according to the materials and media experts was 100%, which was in the very appropriate category. The assessment through the small-scale field tryout involving 6 students yielded 85%, which was in the very appropriate category. The assessment through the large-scale field tryout involving 25 students yielded 93%, which was in the very appropriate category. Based on the results of the appropriateness assessment by the students, it can be concluded that Adobe-Flash-based interactive learning media for ribbon embroidery for the ornament making subject in Public Vocational High School 1 of Depok, Sleman, Yogyakarta, are very appropriate to be used as learning media.

Keywords: *development of interactive media, ribbon embroidery*