PENGEMBANGAN MULTIMEDIA PEMBELAJARAN INTERAKTIF BERBASIS ANDROID MATERI KONSTRUKSI KAITAN UNTUK MATA PELAJARAN TEKSTIL SISWA KELAS X SMK TATA BUSANA

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mengembangkan media pembelajaran interaktif berbasis android untuk materi konstruksi kaitan pada pembelajaran tekstil siswa kelas X SMK Tata Busana; (2) mengetahui kelayakan media pembelajaran interaktif berbasis android materi konstruksi kaitan ditinjau dari ahli materi dan ahli media; (3) mengetahui kelayakan media pembelajaran interaktif berbasis android materi konstruksi kaitan ditinjau dari pengguna; (4) mengetahui manfaat media pembelajaran interaktif berbasis android untuk pembelajaran bagi siswa.

Penelitian ini merupakan penelitian pengembangan atau *Research and Development* (R&D) dengan model 4D yang dikembangkan oleh Thiagarajan terdiri dari 4 tahapan yaitu: (1) *define* (pendefinisian); (2) *design* (perancangan); (3) *develop* (pengembangan)*;* (4) *disseminate* (penyebarluasan). Subjek penelitian ini adalah siswa Kelas X Tata Busana SMKN 1 Pandak yang berjumlah 23 peserta didik. Teknik pengumpulan data yang digunakan pada penelitian ini adalah observasi, wawancara, dan angket. Validitas instrumen dibuktikan dengan validitas isi yaitu menggunakan penilaian *expert* (*expert judgment*); dan reliabilitas instrumen dibuktikan dengan kesepakatan antar rater (*inter rater of agreement*). Teknik analisis data menggunakan statistik diskriptif kuantitatif.

Hasil penelitian ini adalah: (1) produk berupa multimedia pembelajaran interaktif berbasis android untuk materi konstruksi kaitan di kelas X SMK Tata Busana telah berhasil dikembangkan; (2) kelayakan multimedia interaktif berbasis android ditinjau dari ahli materi mendapatkan skor 53,3 prosentase 88,8 dinyatakan sangat layak, dan ditinjau dari ahli media mendapatkan skor 72 prosentase 90% dikatakan sangat layak; (3) kelayakan multimedia ditinjau dari pengguna mendapatkan skor 86,3 dengan prosentase 86,3% dinyatakan sangat layak; (4) hasil penelitian ini sangat bermanfaat untuk mendorong siswa lebih berminat dalam belajar materi konstruksi kaitan. Berdasarkan hal ini, maka multimedia pembelajaran berbasis android materi konstruksi kaitan dinyatakan sangat layak dan dapat digunakan untuk pembelajaran mata pelajaran tekstil.

Kata Kunci : Multimedia interaktif, android, konstruksi kaitan, Tata Busana

DEVELOPING ANDROID-BASED INTERACTIVE LEARNING MULTIMEDIA FOR THE MATERIALS OF CROCHET CONSTRUCTION IN THE TEXTILE SUBJECT FOR GRADE X STUDENTS OF FASHION DESIGN IN THE VHS

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ABSTRACT

This study aimed to: (1) develop android-based interactive learning multimedia for the materials of crochet construction in textile learning for Grade X students of Fashion Design in the vocational High School (VHS); (2) find out the appropriateness of the android-based interactive learning multimedia for the materials of crochet construction according to a materials expert and a media expert; (3) find out the appropriateness of the android-based interactive learning multimedia for the materials of crochet construction according to users; and (4) find out the benefits of the android-based interactive learning multimedia for learning according to students.

This was a research and development (R&D) study using with a 4D model developed by Thiagarajan consisting of 4 stages, namely: (1) define, (2) design, (3) develop, and (4) disseminate. The research subjects Grade X students of Fashion Design of SMKN 1 Pandak with a total of 23 students. The data were collected through observations, interviews, and questionnaires. The instrument validity was assessed in terms of the content validity through expert judgment and the instrument reliability was assessed by the interrater agreement. The data analysis technique was the quantitative descriptive statistical technique.

The results of this study were as follows. (1) The developed product was android-based interactive learning multimedia for the materials of crochet construction for Grade X of Fashion Design in the VHS. (2) The appropriateness of android-based interactive learning multimedia attained a score of 53.3 from the materials expert with a percentage of 88.8% and it was very appropriate and it attained a score of 72 from the media expert with a percentage of 90% and it was very appropriate. (3) The multimedia appropriateness attained score of 86.3 from users with a percentage of 86.30% and it was very appropriate. (4) The results of the study are very useful to encourage students to be more interested in learning the materials of crochet construction. Based on this, the android-based learning multimedia for the materials of crochet construction is very appropriate and can be used for learning in the textile subject.

Keywords: *interactive multimedia, android, crochet construction, Fashion Design*