

ABSTRAK

Proses pembelajaran pada kelas X hendaklah dilakukan dengan baik dan tepat, dikarenakan sifat dan perilaku siswa yang berada pada masa peralihan dari Sekolah Menengah Pertama. Penggunaan model pembelajaran yang tepat untuk mata pelajaran Dasar Desain Grafis yaitu model pembelajaran berbasis proyek. Dengan beberapa perangkat pendukung teori dan praktik serta bantuan aplikasi *CorelDRAW*. Namun keadaan dikelas nampaknya guru kurang maksimal dalam membawa suasana pembelajaran menjadi lebih aktif. Disisi lain, kurangnya sarana prasarana dalam mengimplementasikan pembelajaran menjadi kendala pemahaman siswa. Oleh karena itu penelitian dilakukan dengan tujuan untuk membantu guru dalam memberikan pembelajaran serta memudahkan siswa dalam menerima pembelajaran. Penelitian ini adalah penelitian pengembangan yang menggunakan model 4D yang terdiri dari empat tahapan penelitian yaitu: *define, design, develop*, dan *disseminate*. Penelitian dilakukan di SMK NU Lamongan kelas X Multimedia dengan materi pengolahan gambar vektor. Produk yang dihasilkan meliputi Rencana Pelaksanaan Pembelajaran (RPP), Modul Siswa, Lembar Kerja Kelompok (LKK), Tes Hasil Belajar, Lembar Observasi Aktivitas Siswa dan Lembar Observasi Aktivitas Guru. Hasil dari penelitian ini diperoleh rata-rata hasil validasi untuk perangkat pembelajaran berupa RPP sebesar 89,25%, Modul Siswa 93,6%, LKK 89,5%, tes hasil belajar 91,5%, lembar observasi aktivitas guru 91,8% dan lembar observasi aktivitas siswa 95% dan hasil uji kelayakan kelompok kecil pada modul siswa sebesar 77,6 dan LKK sebesar 70,2 dengan kategori “layak”. Hasil kepraktisan perangkat pembelajaran dinyatakan “Praktis”. Hasil keefektifan perangkat pembelajaran belum diketahui dikarenakan pada saat proses penelitian ini sedang terjadi pandemi Covid-19 yang mengakibatkan peneliti tidak bisa melakukan uji coba produk secara langsung. Simpulan dari penelitian ini yaitu perangkat pembelajaran yang dikembangkan memenuhi kriteria valid dan praktis sehingga dapat digunakan dalam proses pembelajaran.

Kata Kunci : Perangkat Pembelajaran, Model Pembelajaran *Project Based Learning*, *CorelDRAW*, Dasar Desain Grafis, pengolahan gambar vektor.

ABSTRACT

Education process at Class X must be done very good and at the right point, It is because of the characteristic and the personality of the students in which at the era of the transfer process from Junior High School. The usage of the exact education models for the culture of Graphic Design Basic that is the education project based. With some sets of equipment theory and practice with the helps from CorelDRAW application. But the situation in the class seemingly teachers not really in maximum in bringing the learning education situation becomes more active. Other case, the minimum of infrastructure in implementing the learning process becomes the problem of student comprehensions. That is why the research has been done in purpose for helping the teacher in giving the learning process to be acceptable by the student. This research is research development that used the 4D model in which forms of the research that are: define, design, develop, and disseminate. The research has been done in SMK NU Lamongan class X Multimedia with vector image processing material. The product that resulting of the Learning Process Plan (LPP), Student Modul, Group Work Sheet (GWK). The study result, student activity observation, and teacher activity worksheet education. This result of the research has gaining the validity result for the equipment learning process as LPP as much as 89,5%, student module 93,6%, GWK 89,5%, and learning process result of validity test as a small group at student result as much 77,6 and GWK as much 70,2 with "suitable" with the category. The practically result of the set of equipment stated "practical". This effectivity of the learning process of equipment is not at the time of this research process a Covid-19 pandemic was occurring which resulted in researchers not being able to test products directly. The conclusion of this research is that the developed learning tools meet valid and practical criteria so that they can be used in the learning process not at the time of this research process a Covid-19 pandemic was occurring which resulted in researchers not being able to test products directly. The conclusion of this research is that the developed learning tools meet valid and practical criteria so that they can be used in the learning process. Not at the time of this research process a Covid-19 pandemic was occurring which resulted in researchers not being able to test products directly. The conclusion of this research is that the developed learning tools meet valid and practical criteria so that they can be used in the learning process.

Key Words : equipment Learning Process, Learning process Project Based Learning, CorelDRAW, Based Design Graphic, Vector Image Processing.