

Allan Nurry Putra. 2024. *Analisis Gaya Belajar Siswa Berprestasi Mata Pelajaran Teknik Animasi 2D Dan 3D Kelas XI SMK Al-Asy'ari Bangkalan*. Skripsi, Program studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing 1: Puji Rahayu Ningsih, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui gaya belajar siswa berprestasi kelas XI multimedia di SMK Al-Asy'ari Bangkalan pada mata pelajaran teknik animasi 2D dan 3D. Penelitian ini menggunakan metode penelitian kualitatif deskriptif. Teknik penentuan subjek menggunakan *purposive sampling*. Dari 24 siswa dihasilkan 3 siswa berprestasi yaitu siswa peringkat 1, 2 dan 3. Pengambilan siswa berprestasi berdasarkan nilai harian, penilaian tengah semester, dan tes uraian teknik animasi 2D dan 3D. Instrumen yang digunakan berupa tes uraian teknik animasi 2D dan 3D, angket gaya belajar dan wawancara. Teknik analisis data menggunakan triangulasi (gabungan) yaitu triangulasi teknik. Hasil penelitian menunjukkan bahwa (1) gaya belajar siswa berprestasi peringkat 1 dominan pada dimensi perasaan dan dimensi tindakan sehingga gaya belajarnya adalah *akomodator*. (2) Gaya belajar siswa berprestasi peringkat 2 dominan pada dimensi perasaan dan dimensi tindakan sehingga gaya belajarnya adalah *akomodator*. (3) Gaya belajar siswa berprestasi peringkat 3 dominan pada dimensi perasaan dan dimensi tindakan sehingga gaya belajarnya adalah *akomodator*.

Kata kunci : Gaya belajar, Kolb, Prestasi, Teknik animasi 2D dan 3D

Allan Nurry Putra. 2024. *Analysis of Student Learning Style Achievement Subjects 2D and 3D Animation Engineering Class XI SMK Al-Asy'ari Bangkalan*. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor 1: Puji Rahayu Ningsih, S.Pd., M.Pd.

ABSTRACT

The purpose of this study was to determine the learning style of students in Class XI multimedia achievement in SMK Al-Asy'ari Bangkalan on subjects 2D and 3D animation techniques. This study uses descriptive qualitative research methods. Subject determination technique using purposive sampling. Of the 24 students produced 3 outstanding students are students ranked 1, 2 and 3. Selection of outstanding students based on daily scores, midterm assessment, and test description of 2D and 3D animation techniques. The instruments used were 2D and 3D animation technique description test, learning style questionnaire and interview. Data analysis techniques using triangulation (combined) is triangulation techniques. The results showed that (1) the learning style of outstanding students Rank 1 is dominant in the dimension of feelings and the dimension of action so that the learning style is an accommodator. (2) the learning style of outstanding students ranked 2 is dominant in the feeling dimension and the action dimension so that the learning style is an accommodator. (3) the learning style of outstanding students ranked 3 is dominant in the feeling dimension and the action dimension so that the learning style is an accommodator.

Keywords : 2D and 3D animation techniques, achievements, Kolb, Learning styles