

PENGGUNAAN APLIKASI SKETCHBOOK PADA SMARTPHONE DALAM PEMBELAJARAN PADA PEMBELAJARAN SENI RUPA KELAS XII MIPA 3 DI SMA NEGERI 1 SUSUT

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ABSTRAK

Tujuan dalam penelitian ini yaitu untuk menggambarkan proses pembelajaran seni rupa dengan memanfaatkan media digital aplikasi Sketchbook pada smartphone di SMA Negeri 1 Susut. Selain itu, penelitian ini juga bertujuan untuk mengetahui kendala dalam proses pembelajaran seni rupa dengan memanfaatkan media digital aplikasi Sketchbook pada smartphone di SMA Negeri 1 Susut. Jenis penelitian ini merupakan penelitian Kualitatif. Informasi Penelitian ini diperoleh berdasarkan penjelasan dari narasumber yakni Guru pada mata pelajaran Seni Budaya dan siswa di SMA N 1 Susut. Siswa yang diteliti yaitu menggunakan sample data, dimana siswa dipilih secara acak 12 siswa dari 30 siswa dalam kelas XII MIPA 3. Data yang dikumpulkan dalam penelitian ini didapatkan melalui observasi, wawancara dan dokumentasi. Hasil penelitian ini mengungkapkan bahwa gambaran proses pembelajaran seni rupa dengan memanfaatkan media digital aplikasi Sketchbook pada smartphone di SMA Negeri 1 Susut yaitu dari 12 siswa, 7 siswa terlihat sangat antusias dan terlibat secara aktif dalam menggunakan aplikasi dan 5 siswa perlu waktu dalam mempelajari bagaimana penggunaan aplikasi ini dengan kreatif dan memperbaiki kualitas karya seni rupa mereka. Kendala dalam proses pembelajaran seni rupa dengan memanfaatkan media digital aplikasi Sketchbook pada smartphone di SMA Negeri 1 Susut yaitu 1) keterbatasan pada alat, 2) Kendala pada proses pembelajaran.

Kata Kunci: Sketchbook, Smartphone, Seni Rupa

**USING THE SKETCHBOOK APPLICATION ON SMARTPHONE IN
LEARNING ON ART CLASS XII LEARNING MIPA 3 AT SMA NEGERI 1
SUSUT**

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ABSTRACT

The purpose of this study is to describe the process of learning art by utilizing digital media, the Sketchbook application on smartphones at SMA Negeri 1 Susut. In addition, this study also aims to find out the obstacles in the process of learning fine arts by utilizing digital media, the Sketchbook application on smartphones at SMA Negeri 1 Susut. This type of research is a qualitative research. Information for this research was obtained based on explanations from sources, namely teachers in the subject of Cultural Arts and students at SMA N 1 Susut. The students studied used sample data, where 12 students were randomly selected from 30 students in class XII MIPA 3. The data collected in this study were obtained through observation, interviews and documentation. The results of this study reveal that the description of the process of learning fine arts by utilizing the digital media application Sketchbook on smartphones in SMA Negeri 1 Susut, namely out of 12 students, 7 students look very enthusiastic and actively involved in using the application and 5 students need time to learn how to use this application creatively and improve the quality of their works of art. Obstacles in the process of learning fine arts by utilizing the digital media application Sketchbook on smartphones at Susut 1 Public High School, namely 1) limitations in tools, 2) Obstacles in the learning process. 7 students looked very enthusiastic and actively involved in using the application and 5 students needed time to learn how to use this application creatively and improve the quality of their works of art. Obstacles in the process of learning fine arts by utilizing the digital media application Sketchbook on smartphones at Susut 1 Public High School, namely 1) limitations in tools, 2) Obstacles in the learning process. 7 students looked very enthusiastic and actively involved in using the application and 5 students needed time to learn how to use this application creatively and improve the quality of their works of art. Obstacles in the process of learning fine arts by utilizing the digital media application Sketchbook on smartphones at Susut 1 Public High School, namely 1) limitations in tools, 2) Obstacles in the learning process.

Keywords: *Sketchbook, Smartphone, Fine Art*