

# **PENGEMBANGAN BAHAN AJAR DIGITAL PEMBELAJARAN SENI MUSIK**

Oleh

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## **ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan bahan ajar digital pembelajaran seni musik pada Mata Kuliah Seni Musik yang valid dan praktis. Model penelitian yang digunakan adalah model pengembangan ADDIE, adapun tahapannya terdiri dari: (1) *analyze*, (2) *design*, (3) *development*, (4) *implementation*, dan (5) *evaluation*. Subjek penelitian ini adalah 6 ahli dan 2 praktisi untuk mengetahui validitas serta kepraktisan bahan ajar digital yang dikembangkan. Objek dalam penelitian ini adalah validitas dan kepraktisan bahan ajar digital pembelajaran seni musik pada mata kuliah seni musik. Metode pengumpulan data yang digunakan adalah metode kuesioner/angket. Hasil penelitian menunjukkan (1) bahan ajar digital pembelajaran seni music pada mata kuliah seni musik memperoleh indeks validitas ahli materi sebesar 90,65%, ahli media sebesar 90%, dan ahli desain sebesar 96,67% termasuk ke dalam validitas sangat baik. (2) Hasil analisis oleh para ahli praktisi, persentase rata-rata yang diperoleh yaitu untuk kepraktisan bahan ajar digital pembelajaran seni musik memperoleh indeks kepraktisan oleh dosen rata-rata sebesar 97,35%, kepraktisan bahan ajar digital pembelajaran seni musik memperoleh indeks kepraktisan oleh uji perorangan rata-rata sebesar 99,17% dan kepraktisan bahan ajar digital pembelajaran seni musik memperoleh indeks kepraktisan oleh uji kelompok kecil rata-rata sebesar 95%. Menurut kriteria skala lima artinya produk yang dikembangkan termasuk ke dalam kepraktisan sangat praktis. Berdasarkan analisis uji validitas dan kepraktisan tersebut, bahan ajar digital pembelajaran seni musik pada mata kuliah seni musik dinyatakan valid dan praktis dengan kualifikasi sangat baik.

Kata kunci: Bahan Ajar Digital, Alat Musik, Seni Musik

# ***DEVELOPMENT OF DIGITAL TEACHING MATERIALS FOR MUSIC ART LEARNING***

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## ***ABSTRACT***

*This research aims to develop digital teaching materials for music art learning in the Music Arts Course that are valid and practical. The research model used is the ADDIE development model, while the stages consist of: (1) analyze, (2) design, (3) development, (4) implementation, and (5) evaluation. The subjects of this study were 6 experts and 2 practitioners to determine the validity and practicality of the digital teaching materials developed. The object in this study is the validity and practicality of digital teaching materials for music art learning in music art courses. The data collection method used is the questionnaire/questionnaire method. The results showed (1) digital teaching materials for music art learning in the music arts course obtained a material expert validity index of 90.65%, media experts of 90%, and design experts of 96.67% included in very good validity. (2) The results of analysis by practitioner experts, the average percentage obtained, namely for the practicality of digital teaching materials for music art learning obtained an average practicality index by lecturers of 97.35%, the practicality of digital teaching materials for music art learning obtained an average practicality index by individual tests of 99.17% and practicality Music art learning digital teaching materials obtained a practicality index by small group tests on average of 95%. According to the five-scale criterion, it means that the product developed is included in the practicality of being very practical. Based on the analysis of the validity and practicality test, digital teaching materials for music art learning in the music art course were declared valid and practical with very good qualifications.*

**Keywords:** Digital Teaching Materials, Musical Instruments, Musical Arts