

**PENGEMBANGAN MEDIA PEMBELAJARAN *E-LEARNING* BERBASIS
*SCHOOL*LOGY DAN *EXPERIENTIAL LEARNING* PADA MATA PELAJARAN
DASAR DESAIN GRAFIS KELAS X DI SMK NEGERI 1 SUKASADA**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan dan mengimplementasi media pembelajaran *e-learning* serta untuk mengetahui respon peserta didik dan guru terhadap Pengembangan Media Pembelajaran *E-learning* Berbasis *Schoolology* dan *Experiential Learning* Pada Mata Pelajaran Dasar Desain Grafis Kelas X di SMK Negeri 1 Sukasada. Jenis penelitian yang digunakan adalah penelitian dan pengembangan (R&D), dengan model pengembangan ADDIE. Subjek penelitian ini yaitu peserta didik kelas X Multimedia dan satu orang guru mata pelajaran Dasar Desain Grafis di SMK Negeri 1 Sukasada tahun pelajaran 2019/2020. Data penelitian dikumpulkan dengan menggunakan instrumen angket. Hasil penelitian menunjukkan bahwa: hasil media *e-learning* yang dikembangkan telah memenuhi kriteria kualitas media pembelajaran berdasarkan kevalidan (*validity*) dengan hasil rata-rata penilaian sebesar 1,00 dan termasuk pada kriteria “Sangat Valid”, keefektifan (*effectiveness*) diperoleh dari hasil pengujian efektivitas dengan perhitungan *N-Gain*, memperoleh penilaian rata-rata sebesar 0,87 dan termasuk pada kriteria “Efektif”, dan kepraktisan (*practically*) diperoleh dari hasil respon guru dan peserta didik dengan nilai sebesar 43 termasuk pada kriteria “Sangat Praktis”, dan untuk respon guru diperoleh rata-rata sebesar 64,18 dan termasuk pada kriteria “Sangat Praktis”.

Kata kunci: *media e-learning, experiential learning, dasar desain grafis, ADDIE*

**DEVELOPING E-LEARNING MEDIA BASED ON SCHOOLGY AND
EXPERIENTIAL LEARNING ON BASIC OF GRAPHIC DESIGN
LEARNING SUBJECT OF X GRADE STUDENT AT SMK NEGERI 1
SUKASADA**

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ABSTRACT

This study aims to develop and implement e-learning media as well as to find out responses of students and teachers to the Development of E-learning Learning Media Based on Schoology and Experiential Learning in Basic Subjects of Graphic Design Class X in SMK Negeri 1 Sukasada. The type of approach used in this research is research & development (R&D), with the ADDIE development model. The subjects of this study were the 10th grade students of Multimedia Class and one Basic Graphic Design teacher at State Vocational School 1 Sukasada in the academic year of 2019/2020. Research data were collected using a questionnaire instrument. The results showed that: the results of the developed e-learning media had fulfilled the learning media quality criteria based on validity with an average rating of 1.00 and included the criteria of "Very Valid", effectiveness obtained from the results of testing the effectiveness with N-Gain calculation, obtaining an average rating of 0.87 and included in the criteria "Effective", and practicality obtained from the response of teachers and students with a value of 43 including the criteria "Very Practical", and for the response teachers obtained an average of 64.18 and included in the "Very Practical" criteria.

Keywords: experiential learning, e-learning media, basic of graphic design, ADDIE