PENERAPAN METODE COOPERATIVE TIPE GROUP INVESTIGATION MELALUI APLIKASI IBIS PAINT X DI KELAS X JURUSAN DESAIN DAN PRODUKSI BUSANA SMKN DARUL ULUM MUNCAR

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ABSTRAK

Era teknologi digital telah memberikan dampak besar terhadap berbagai aspek, terutama dalam dunia pendidikan. Penelitian ini dilakukan untuk menerapkan dengan metode pembelajaran yang lebih efektif yaitu *Cooperative* tipe *Group Investigation* atau pembelajaran kelompok dalam mata pelajaran praktik desain busana dan memaparkan hasil analisis karya desain busana pada kelas X dengan jumlah siswa 36 orang di SMKN Darul Ulum Muncar. Pembelajaran dilakukan dengan menggunakan media digital aplikasi menggambar *Ibis Paint X* melalui *smartphone* siswa masing – masing. Penelitian ini menggunakan metode dengan jenis deskriptif kualitatif berupa mendeskripsikan penerapan pembelajaran kelompok melalui proses pembuatan karya desain busana. Hasil penelitian sesuai dengan teori yang akan digunakan (1) Teori belajar, dalam diskusi secara kelompok dan proses pembuatan karya pada aplikasi menggambar. Diskusi kelompok dibagi menjadi 5 sampai dengan 6 orang anggota dalam 1 kelompok dengan tema yang berbeda diantaranya; *Modest Fashion, Mix and Match, Urban Street Style, Wedding Fashion, Budaya Daerah, Kostum dan Karakter, dan Eco Friendly*. Terakhir tahap memaparkan hasil diskusi karya yaitu deskripsi desain busana siswa melalui presentasi pada setiap kelompok menggunakan *Power Point*, (2) Teori estetika, untuk menganalisis karya desain busana siswa secara umum dengan menggunakan unsur – unsur estetika yaitu; garis yang memberi arah bentuk seperti garis lurus, lengkung, diagonal serta zig – zag pada tekstur dan ekspresi yang dihasilkan, selanjutnya proporsi berkaitan dengan perbandingan ukuran objek karya dengan keseluruhan ruang, selanjutnya warna memberi kesan suasana dan sinar atau arah pencahayaan matahari sehingga menciptakan kesan realistis pada objek karya. (3) Teori estetika desain visual, digunakan dalam pembahasan hasil analisis karya desain busana siswa dengan tahap yang lebih rinci yaitu; pertama deskripsi yaitu pengamatan secara umum dari sebuah karya desain busana tanpa mengambil langsung kesimpulan, kedua analisis formal yaitu mencari unsur atau elemen yang ada pada karya desain busana sehingga sesuai dengan prinsip seni, ketiga interpretasi yaitu menafsirkan makna yang terkandung pada karya desain busana dan keempat penilaian yaitu tahap ini memberikan penilaian dan perbandingan dengan karya lainnya.

Kata – kata Kunci: pembelajaran, metode *cooperative*, aplikasi digital, *ibis paint x*, desain busana.

THE IMPLEMENTATION OF THE COOPERATIVE METHOD OF THE GROUP INVESTIGATION TYPE THROUGH THE IBIS PAINT X APPLICATION IN TENTH GRADE OF THE FASHION DESIGN AND PRODUCTION DEPARTMENT AT SMKN DARUL ULUM MUNCAR

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ABSTRACT

The era of digital technology had a significant impact on various aspects, particularly in the field of education. This research was conducted to implement a more effective learning method, namely Cooperative learning of the Group Investigation type or group learning, in the fashion design practice subject and to present the results of the analysis of fashion design works in tenth grade, consisting of 36 students at SMKN Darul Ulum Muncar. The learning was conducted using digital media, namely the drawing application Ibis Paint X, through the students' respective smartphones. This research used a qualitative descriptive method in the form of describing the implementation of group learning through the process of creating fashion design works. The results of the research were in accordance with the theories that had been used, namely: (1) Learning Theory, which was applied in group discussions and the process of creating works using the drawing application. The group discussions were divided into 5 to 6 members in one group, with different themes, including; Modest Fashion, Mix and Match, Urban Street Style, Wedding Fashion, Budaya Daerah, Kostum dan Karakter, and Eco Friendly. The final stage was presenting the results of the discussion and the works, namely the description of the students' fashion designs through presentations by each group using PowerPoint. (2) Aesthetic Theory, which was used to analyse the students' fashion design works in general by using aesthetic elements, namely; lines that gave direction to forms such as straight, curved, diagonal, and zig - zag lines in the texture and expression produced. Furthermore, proportion was related to the comparison of the size of the work object with the overall space. Colour gave an impression of atmosphere and light or the direction of sunlight, thereby creating a realistic impression on the work object. (3) Visual Design Aesthetic Theory, which was used in the discussion of the results of the analysis of the students' fashion design works through more detailed stages, namely; first, description, which involved general observation of a fashion design work without immediately drawing a conclusion; second, formal analysis, which involved identifying the elements or components present in the fashion design work so that they corresponded with the principles of art; third, interpretation, which involved interpreting the meaning contained in the fashion design work; and fourth, evaluation, which was the stage of providing an assessment and comparison with other works.

Keywords*: Learning, Cooperative Method, Digital Software, Ibis Paint X, Fashion Design.*