

SISTEM PEMBELAJARAN SENI BUDAYA BERBASIS DARING DI SMP NEGERI 1 SINGARAJA

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk (1) Mendeskripsikan fasilitas yang disediakan dalam pembelajaran seni budaya secara daring di SMP Negeri 1 Singaraja (2) Mendeskripsikan proses pembelajaran seni budaya berbasis daring di SMP Negeri 1 Singaraja pada materi bab 12 Memainkan Alat Musik Tradisional. Penelitian ini bersifat deskriptif kualitatif, dimana subjek dari penelitian ini adalah guru seni budaya dan siswa kelas VIII A4 dengan pengambilan materi pembelajaran seni budaya yaitu materi bab 12 Memainkan Alat Musik Tradisional. Berdasarkan analisis data tersebut, menunjukkan bahwa (1) Fasilitas yang disediakan dalam pembelajaran seni budaya secara daring di SMP Negeri 1 Singaraja yaitu, Perangkat lunak (*software*) berupa: Aplikasi *BEE (buleleng Education Expose)*, *WhatsApp*, *Google Meeting*, *Zoom Clouds Meeting*, *YouTube*, *Facebook*, dan *Google Drive*. Perangkat keras (*hardware*) berupa: *Smartphone* dan *Laptop*. Dan fasilitas sumber daya manusia (tenaga pendidik). (2) Pembelajaran seni budaya secara daring di kelas VIII A4 dengan materi bab 12 berpedoman pada Rancangan Perencanaan Pembelajaran dan berlangsung dengan menggunakan aplikasi *Google Meet*, *WhatsApp*, *Google Drive*, dan fasilitas-fasilitas yang sudah disediakan oleh sekolah.

Kata kunci : Pembelajaran, Seni Budaya, Berbasis Daring.

ONLINE-BASED ART AND CULTURE LEARNING SYSTEM IN SMP NEGERI 1 SINGARAJA

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ABSTRACT

This research aimed to (1) describe facilities provided in online art and culture learning at SMP N 1 Singaraja, (2) describe the online-based art and culture learning process at SMP N 1 Singaraja in the material of chapter 12, namely Playing Traditional Musical Instruments. It was a qualitative descriptive research, in which the subject of the research was the teacher of art and culture course as well as students of VII A4 class by taking art and culture learning material which was the material of chapter 12, Playing Traditional Musical Instruments. Based on the analysis, the result showed that (1) The facilities provided for online learning of art and culture at SMP Negeri 1 Singaraja were, software in the form of: BEE (Buleleng Education Expose) application, WhatsApp, Google Meeting, Zoom Clouds Meeting, YouTube, Facebook, and Google Drive. Hardware in the form of: Smartphones and Laptops. And human resource facilities (educators). (2) Online learning of art and culture in VIII A4 class with chapter 12 material was conducted based on Lesson Plan through Google Meet, WhatsApp, Google Drive, and facilities provided by the school.

Keywords: Learning, Art and Culture, Online Based.