

ABSTRAK

Erica Agustine, Pengembangan Media Pembelajaran Berbasis Animasi Kompetensi Manicure Pada Mata Kuliah Perawatan Tangan dan Kaki Di Program Studi Pendidikan Tata Rias Fakultas Teknik Universitas Negeri Jakarta

Pengembangan yang dilakukan dalam penelitian ini bertujuan untuk mengetahui validitas dan praktikalitas media pembelajaran berbasis animasi kompetensi manicure pada mata kuliah perawatan tangan dan kaki. Penelitian ini dilakukan di Program Studi Pendidikan Tata Rias Universitas Negeri Jakarta sejak bulan Februari 2019 hingga bulan Juli 2019. Jenis penelitian ini adalah penelitian riset dan pengembangan (*R&D*) dengan model penelitian pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Media pembelajaran yang dikembangkan diuji validitas oleh 2 ahli media, 1 ahli materi, selanjutnya diuji praktikalitas oleh dosen dan mahasiswa Pendidikan Tata Rias. Berdasarkan hasil uji validitas, didapatkan hasil validitas dari ahli media 1 sebesar 96% dan ahli media 2 sebesar 86% pada kategori penilaian media sangat valid, lalu penilaian hasil uji validitas dari ahli materi didapatkan hasil validitas sebesar 87% pada kategori penilaian materi sangat valid. Selanjutnya berdasarkan uji praktikalitas dosen didapatkan hasil 90% pada kategori penilaian sangat praktis dan hasil uji praktikalitas mahasiswa sebesar 92% juga pada kategori penilaian sangat praktis. Berdasarkan hal tersebut, maka media pembelajaran berbasis animasi dinyatakan sangat layak dan sangat praktis digunakan sebagai media pembelajaran kompetensi manicure pada mata kuliah perawatan tangan dan kaki.

Kata Kunci : Pengembangan Media, Berbasis Animasi, Manicure, Perawatan Tangan dan Kaki

ABSTRACT

Erica Agustine, The Development Of Learning Media Based On The Manicure Competence Animation In The Cosmetology Education Study Program At The Faculty Of Engineering, University State Of Jakarta

The development carried out in this study aims to determine the validity and practicality of animation-based learning media manicure competencies in hands and feet care courses. This research was conducted at the Jakarta State University Cosmetology Education Study Program since February 2019 until July 2019. This type of research is research and development research (R & D) with ADDIE development research model (Analysis, Design, Development, Implementation, Evaluation). Learning media developed were tested for validity by 2 media experts, 1 material expert, then tested by practicalities and lecturers of Cosmetology Education. Based on the results of the validity test, the results of the validity of media experts 1 by 96% and media experts 2 by 86% on the media assessment category are very valid, then the evaluation of the validity of the material experts shows that validity of 87% in the material assessment category is very valid. Furthermore, based on the practicality test of the lecturers it was found that 90% in the assessment category was very practical and the results of the student practicality test of 92% also in the assessment category were very practical. Based on this, the animation-based learning media was declared very feasible and very practical to be used as a learning media for manicure competencies in hands and feet care courses.

Keywords: Media Development, Animation Based, Manicure, Hand and Foot Care