**ABSTRAK**

SYAFIUDDIN PARENRENGI. 2015. *Pengembangan Model Pembelajaran Teknik*

*Sepeda Motor Berbasis Komputer untuk Meningkatkan Hasil Belajar Siswa SMK.*

(Dibimbing oleh Promotor Husain Syam serta Kopromotor M. Arifin Ahmad dan

Abdul Muis Mappalotteng).

Penelitian ini bertujuan untuk: (1) mengetahui gambaran pelaksanaan

pembelajaran teknik sepeda motor di SMK saat ini, (2) mengembangkan model

pembelajaran teknik sepeda motor berbasis komputer (PTSM-BK) dengan

mengintegrasikan beberapa metode pembelajaran dan teori belajar konstruktisivisme,

(3) mengetahui kevalidan dan kepraktisan model pembelajaran teknik sepeda motor

berbasis komputer (PTSM-BK) yang telah dikembangkan dan (4) mengetahui

efektivitas model pembelajaran teknik sepeda motor berbasis komputer (PTSM-BK)

yang telah dikembangkan dalam meningkatkan hasil belajar siswa SMK.

Penelitian pengembangan ini menghasilkan produk berupa perangkat

pembelajaran teknik sepeda motor yang dikemas dalam satu model pembelajaran

dengan nama Pembelajaran Teknik Sepeda Motor Berbasis Komputer (PTSM-BK)

dan diperuntukkan bagi siswa SMK Program Keahlian Teknik Sepeda Motor.

Ujicoba dilaksanakan pada tiga SMK di Kabupaten Gowa. Tahapan pengembangan

berlangsung pada empat level yang dimulai dari level *client system,* level

*instructional system,* level *lesson plan* dan level *material development.* Setiap level

berisi aktivitas identifikasi masalah, analisis masalah, desain, implementasi dan

evaluasi. Produk yang dihasilkan dari tahapan-tahapan tersebut divalidasi oleh ahli

media dan ahli materi, ujicoba perseorangan, ujicoba kelompok kecil dan ujicoba

yang diperluas. Untuk menentukan validitas, kepraktisan dan konsistensi PTSM-BK,

dilakukan analisis dengan menggunakan *Percentage of Agreements* antar penilai,

konsistensi PTSM-BK yang dikembangkan dapat dilihat konsistensi hasil penilaian

yang dilakukan oleh subjek coba. Konsistensi hasil penilaian dapat diketahui dari

tingginya koefisien korelasi hasil penilaian yakni kesamaan kesepakatan antar penilai

dalam pemberian skor terhadap unjuk kerja objek penilaian.

Hasil penelitian menunjukkan: (1) gambaran pelaksanaan pembelajaran teknik

sepeda motor di SMK Teknologi saat ini adalah: (a) model pembelajaran yang biasa

digunakan guru dalam mengajarkan teori Teknik Sepeda Motor adalah pengajaran

langsung *(direct instruction),* model kooperatif *(cooperatve learning)*, pembelajaran

*kontekstual (contextual teaching and learning)*, dan model pembelajaran berdasarkan

masalah *(problem based instruction),* (b) pelaksanaan proses pembelajaran teknik

sepeda motor di SMK, selalu disajikan dalam bentuk teori terlebih dahulu kemudian

dilanjutkan dengan praktik, (c) media pembelajaran yang digunakan guru dalam

mengajarkan teknik sepeda motor adalah media pembelajaran berupa gambar dan

media model utuh, (d) guru menyampaikan materi pembelajaran sudah menggunakan

komputer, (2) langkah-langkah sistemastis pengembangan model PTSM-BK diawali

dengan adanya studi pendahuluan berupa analisis kebutuhan yang dilakukan pada

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*client,* selanjutnya tahap desain sistem pembelajaran dan rencana pembelajaran,

setelah itu dilakukan *material development.* Dalam tahap pengembangan materi

dipersiapkan seluruh perangkat yang akan digunakan dalam penulisan program. Pada

tahap penulisan program diintegrasikan: (a) beberapa metode pembelajaran melalui

strategi yang ada pada PBK yaitu *tutorial, drill & practice, simulation, games* dan

*testing,* (b) teori belajar konstruktivisme melalui interaktivitas program PTSM-BK

yang dikembangkan serta dapat dipaketkan dan didistribusikan melalui media

penyimpananan seperti *flashdisk, externaldisk, atau CD/DVD.*

Penulisan program menghasilkan produk *prototype* awal yang divalidasi oleh

ahli media dan ahli materi, perbaikan dilakukan setelah adanya masukan dari para

ahli. Selanjutnya diujicobakan kepada subjek coba dengan tiga tahap yaitu kelompok

perorangan, kelompok kecil dan kelompok yang diperluas. Pada setiap akhir ujicoba

dilakukan revisi sesuai hasil penilaian subjek coba. Perangkat pembelajaran yang

dihasilkan dari pengembangan PTSM-BK ini yaitu: Model pengembangan, Silabus,

RPP- *Flowchart, Storyboard,* dan *prototype* produk *CDI* PTSM-BK. Pengembangan

media pembelajaran berbasis komputer dapat dibangun dengan perangkat lunak

*adobe flash, corel video studio, adobe photoshop, dan any video converter*, (3) model

pembelajaran PTSM-BK yang dikembangkan sudah memenuhi syarat validitas,

kepraktisan dan keefektifan, (4) hasil penelitian membuktikan bahwa model PTSMBK

yang telah dikembangkan dapat meningkatkan hasil belajar siswa SMK.

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**ABSTRACT**

SYAFIUDDIN PARENRENGI. 2015. Dissertation. *Development of Computer based*

*Motorcycle Technique Learning Model to Improve the Learning Outcomes of*

*Vocational Schools’ Students* (supervised by Husain Syam as the promoter, M. Arifin

Ahmad and Abdul Muis Mappalotteng as the co-promoters).

The research aimed: (1) to discover the description of the implementation of

motorcycle technique learning in vocational school nowadays, (2) to develop computerbased

motorcycle technique learning model by integrating several learning methods and

constructivism learning theory, (3) to discover validity and practicality of computerbased

motorcycle technique learning model developed, and (4) to examine the

effectiveness of computer-based motorcycle technique learning model developed in

improving the learning outcomes of vocational schools students.

This development research produced a product in a from of motorcycle

technique learning package which was packed in a learning model named computerbased

motorcycle technique learning and it was for the student of Motorcycle

Technique Skill Program in vocational schools. The trial test was conducted in three

vocational schools in Gowa district. The development stage was taken place in four

levels started from client system level, instructional system level, lesson plan level, and

material development level. Each level contained the activity of problem identification,

problem analysis, design, implementation, and evaluation. The product was then

validated by material and media experts, individual trial test, small group trial test and

expanded trial test. In order to determine the validity, practicality, and consistency of

computer-based motorcycle technique learning, analysis was conducted by using

Percentage of Agreement inter-reter, the consistency of computer-based motorcycle

technique learning developed could be seen from the consistency of assessment result

was discovered from the high of assessment result correlation, namely similarity

agreement of inter-rater in giving score toward the performance of assessment object.

The results of the research showed that: (1) the descriptions of the

implementation of motorcycle technique in vocational schools nowadays were: (a) the

learning models which commonly employed by the teachers in teaching the theory of

motorcycle technique were direct learning (direct instruction), cooperative model

(cooperative learning), contextual learning (contextual teaching and learning), and

problem–based learning model (problem-based instruction), (b) the implementation of

motorcycle learning technique learning process in vocational schools was always

presented in forms of theory first and continued with practice, (c) the learning media

used by the teachers in teaching motorcycle technique was learning media in forms of

motorcycle picture and intact model media, (d) the teachers had already used computer

when delivering learning materials; (2) the systematic stages of the development of

computer-based motorcycle technique learning was started with preliminary study in

form of need analysis to client, then learning system design stage, and lesson plan.

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Afterwards, material development was conducted. In the development stage, the entire

package which would be used in the program writing was prepared. In the program

writing stage, it was integrated with: (a) several learning methods through the strategy

in computer-based learning, namely tutorial, drill & practice, simulation, games, and

testing, (b) constructivism learning theory through computer-based motorcycle

technique learning intractivity which was developed and could be packed and

distributed through stroge media such as flash-disk, external-disk, or CD/DVD.

The writing of the program produced preliminary prototype which was

validated by the material and media experts and revised after obtaining inputs from the

experts. Then, it was tested to the subject in three stages, namely individual group,

small group, and extended group. In each final test, revision was conducted based on the

assessment result of the test subject. The learning package produced from the

development of computer-based motorcycle technique learning: Development Model,

Syllabus, Lesson Plan, Flowchart, Story Board, and Prototype of Product CDI of

computer-based motorcycle technique learning. The development of computer-based

learning media could be built with the softwere of Adobe Flash, Corel Video Studio,

Adobe Photoshop, and any video conventer; (3) computer-based motorcycle technique

learning model developed had fulfilled validity, practicality, and effectiveness

requirement; (4) the result of the research showed that computer-based motorcycle

technique learning model developed could improve the learning outcomes of vocational

schools’ students.