

ABSTRAK

Risma Maulizar Azzanna, NIM: 5193343042, Hasil Belajar Menggunakan Media Pembelajaran E-Lkpd Menggambar Mode Secara Digital Pada Siswa Smk Swasta Hidayatul Insani Abadi. Skripsi. Fakultas Teknik – Universitas Negeri Medan. 2026.

Penelitian ini dilatarbelakangi oleh rendahnya keterampilan siswa dalam menggambar mode secara digital menggunakan aplikasi Ibis Paint X, minimnya bahan ajar digital yang interaktif, serta kurang optimalnya penggunaan media pembelajaran dalam proses pembelajaran menggambar mode. Kondisi tersebut menyebabkan siswa mengalami kesulitan dalam memahami langkah-langkah menggambar mode secara digital dan berdampak pada hasil belajar keterampilan yang masih rendah. Penelitian ini bertujuan untuk mendeskripsikan hasil belajar psikomotorik siswa menggunakan media pembelajaran E-LKPD menggambar mode secara digital pada siswa kelas X Tata Busana SMK Swasta Hidayatul Insani Abadi.

Penelitian ini menggunakan metode deskriptif dengan pendekatan kuantitatif. Populasi penelitian adalah seluruh siswa kelas X Tata Busana SMK Swasta Hidayatul Insani Abadi yang berjumlah 30 siswa. Sampel penelitian menggunakan teknik total sampling sehingga seluruh populasi dijadikan sampel penelitian. Teknik pengumpulan data dilakukan melalui observasi, dokumentasi, dan penilaian hasil praktik menggambar mode secara digital menggunakan aplikasi Ibis Paint X berbantuan media E-LKPD. Instrumen penelitian menggunakan lembar penilaian hasil belajar psikomotorik berupa rubrik penilaian praktik. Teknik analisis data yang digunakan adalah analisis deskriptif kuantitatif dengan persentase.

Hasil penelitian menunjukkan bahwa hasil belajar psikomotorik siswa menggunakan media pembelajaran E-LKPD menggambar mode secara digital memperoleh nilai rata-rata sebesar 86,17 yang termasuk dalam kategori sangat baik. Sebanyak 26 siswa (86,7%) berada pada kategori sangat baik dan 4 siswa (13,3%) berada pada kategori cukup. Berdasarkan hasil penelitian dapat disimpulkan bahwa hasil belajar psikomotorik siswa dalam pembelajaran menggambar mode secara digital menggunakan media pembelajaran E-LKPD berada pada kategori sangat baik.

Kata Kunci: E-LKPD, Hasil Belajar Psikomotorik, Menggambar Mode Digital, Ibis Paint X, Tata Busana.

ABSTRACT

Risma Maulizar Azzanna, Student ID: 5193343042, Learning Outcomes Using E-LKPD Learning Media in Digital Fashion Drawing for Students at SMK Swasta Hidayatul Insani Abadi. Thesis. Faculty of Engineering – Universitas Negeri Medan. 2026.

This study was motivated by students' low skills in digital fashion drawing using the Ibis Paint X application, the limited availability of interactive digital teaching materials, and the less optimal use of learning media in the fashion drawing learning process. These conditions caused students to experience difficulties in understanding the steps of digital fashion drawing and resulted in low learning outcomes in practical skills. Therefore, this study aimed to describe the psychomotor learning outcomes of students using E-LKPD learning media in digital fashion drawing among tenth-grade Fashion Design students at SMK Swasta Hidayatul Insani Abadi.

This study employed a descriptive method with a quantitative approach. The population consisted of all tenth-grade Fashion Design students at SMK Swasta Hidayatul Insani Abadi, totaling 30 students. The sample was selected using a total sampling technique, in which the entire population was included as the research sample. Data were collected through observation, documentation, and assessment of students' digital fashion drawing practices using the Ibis Paint X application assisted by E-LKPD learning media. The research instrument was a psychomotor learning outcomes assessment sheet in the form of a performance assessment rubric. Data were analyzed using descriptive quantitative analysis with percentage calculations.

The results showed that the students' psychomotor learning outcomes in digital fashion drawing using E-LKPD learning media achieved an average score of 86.17, which was categorized as very good. A total of 26 students (86.7%) were categorized as very good, while 4 students (13.3%) were categorized as fair. Based on the findings, it can be concluded that the psychomotor learning outcomes of students in digital fashion drawing using E-LKPD learning media were classified as very good.

Keywords: E-LKPD, Psychomotor Learning Outcomes, Digital Fashion Drawing, Ibis Paint X, Fashion Design.