

## ABSTRAK

### PENGEMBANGAN MULTIMEDIA INTERAKTIF PEMBUATAN POLA DASAR BUSANA WANITA

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Berdasarkan studi pendahuluan pada mata kuliah Kontruksi Pola Busana yang dipelajari oleh mahasiswa Pendidikan Tata Busana pada semester 1 (satu), diketahui bahwa Kontruksi Pola Busana merupakan kelompok mata kuliah keahlian program studi, dilaksanakan dalam 2 sks, dengan sifat perkuliahan teori 40% dan praktek 60% media yang telah digunakan dalam pembuatan pola dasar busana wanita saat ini masih terbatas pada penggunaan media papan tulis dan *job sheet*. Penelitian ini bertujuan untuk membuat desain multimedia pembelajaran interaktif, mendapatkan hasil validasi dari ahli materi dan ahli multimedia dan analisis hasil validasi. Multimedia yang dibuat berupa multimedia pembelajaran interaktif pembuatan pola dasar busana wanita dengan sistem So-En. Metode yang digunakan pada penelitian ini menggunakan metode *Research and Development (R&D)* melalui tahapan analisis, desain, pengembangan, validasi, revisi dan penilaian. Hasil validasi terhadap multimedia pembelajaran interaktif pembuatan pola dasar busana wanita dapat diuraikan bahwa standar kelayakan dari multimedia pembelajaran interaktif yang dikembangkan termasuk ke dalam kategori layak. Hasil validasi menunjukkan bahwa ahli multimedia dan ahli materi menyepakati multimedia pembelajaran interaktif yang dibuat layak digunakan.

Kata Kunci: Busana Wanita, Multimedia, Pembelajaran Interaktif, Pola Dasar

## **ABSTRACT**

### **DEVELOPMENT OF INTERACTIVE MULTIMEDIA ON BASIC PATTERN MAKING OF WOMEN'S WEAR**

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*Based on preliminary study on Construction of Clothing Pattern studied by students of Fashion Education in the first semester, it is known that Construction of Clothing Pattern is included in expertise subject group of study program, implemented in 2 credits, with 40% theory and 60% practice. Media which have been used in basic pattern making of women's wear currently are still limited to the use of blackboard and job sheet. This study was aimed to make multimedia design of interactive learning, to get the validation results from subject expert and multimedia expert as well as the analysis of validation results. The multimedia made was multimedia of interactive learning on basic pattern making with So-En system. The method used in this study was Research and Development (R&D) method through the phases of analysis, design, development, validation, revision and evaluation. The validation results on multimedia of interactive learning on basic pattern making of women's wear could be described that the eligibility standard of the multimedia of interactive learning developed fell into eligible category. The validation results showed that multimedia expert and subject expert agreed that multimedia of interactive learning made was eligible to use.*

*Keywords: Women's Wear, Multimedia, Interactive Learning, Basic Pattern*