

ABSTRAK

Penelitian ini bertujuan untuk menghasilkan model pembelajaran seni *antan delapan* di sekolah. Seni tersebut sebagai seni daerah yang memiliki nilai budaya, unsur musik vokal dan instrumen sebagai pengiringnya. Fokus masalah yaitu bagaimana desain, implementasi, serta hasil implementasi desain pembelajaran seni *antan delapan*. Metode penelitian yang digunakan adalah *Design-Based Research* melalui pendekatan kualitatif, dengan teknik observasi, wawancara, studi literatur dan dokumentasi, data yang terkumpul diolah melalui catatan lapangan, kategorisasi, reduksi data, display data, dan verifikasi data. Model pembelajaran tersebut mempunyai tiga kategori materi yaitu apresiasi, identifikasi unsur musikal vokal dan instrumen, dan berkreasi. Ketiga aspek tersebut diterapkan selama lima pertemuan. Hasil temuan data diperoleh bahwa tahapan saintifik pada pembelajaran seni antan delapan tidak dilakukan dengan sekaligus setiap pertemuannya. Temuan hasil penelitian ini menunjukkan tercapainya kompetensi dalam proses belajar, dari segi afektif, kognitif, dan psikomotor berupa kemampuan menciptakan kreasi berolah musik. Model pembelajaran ini mendapat respon yang baik dari ahli pendidikan seni, pihak sekolah dan siswa. Melalui model ini pembelajaran menjadi aktif, kreatif, efisien dan menyenangkan bagi siswa. Dengan demikian, model pembelajaran seni antan delapan dapat diterima sebagai alternatif dalam pembelajaran seni tradisional untuk siswa di SMPN 3 Tanjung Agung Sumatera Selatan

Kata kunci: pembelajaran, seni *antan delapan*, saintifik.

ABSTRACT

The present research was intended to develop an antan delapan art learning model in schools. The art is a traditional local art with cultural values, vocal musical elements, and music instruments accompanying it. The focus of the problem was that were desain, implementation, and the outcome of the implementation of an antan delapan art learning design. The research method used was Design-based R(iesearch by a qualitative approach, with obsevation, interview, library study, and documentary techniques. The collected data was then processed by field recordings, categorization, data reduction, data display, and data verification. The learning model has three categories of materials, namely: appreciation, identification of vocal musical elements and instruments, and making creations. The three aspects were applied during five sessions. From the result of data finsings it was found the scientific stages in antan delapan art learning were not conducted at once in each session. The findings showed the achievement of competence in the learning process, as seen from affective, cognitive, and psychomotor aspects in form of competence in making musical creations. The learning model has been evaluated by art experts, and received good responses from the school and students. By the model, learning came to be active, creartive, efficient, and pleasant for students. Therefore, antan delapan art learning was suitable as an alternative in traditional art learning form the students of State Junior High School 3 (SMPN 3) Tanjung Agung Sumatera Selatan.

Keywords: Learning, antan delapan art, scientific