

## **MULTIMEDIA INSTRUCTIONAL GAMES DESAIN BUSANA PESTA PADA PEMBELAJARAN DESAIN MODE**

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### **ABSTRAK**

Perkembangan teknologi saat ini banyak memberi dampak positif khususnya pada bidang pendidikan, salah satunya pada penggunaan multimedia dalam proses pembelajaran. Jenis multimedia yang telah banyak dikembangkan di masyarakat adalah multimedia model *instructional games* sebagai sarana yang mampu mendukung aktivitas pembelajaran berbantu komputer atau *Computer Assisted Instruction* (CAI). *Instructional games* sebagai multimedia pada pembelajaran desain mode dipilih untuk menciptakan pembelajaran yang efektif dan efisien, sehingga menjadi tantangan tersendiri bagi penulis dalam melakukan penelitian dengan membuat multimedia *instructional games* desain busana pesta pada pembelajaran Desain Mode. Penelitian ini bertujuan untuk membuat multimedia *instructional games* desain busana pesta pada pembelajaran desain mode dengan mekanisme penelitian melalui perolehan hasil validasi kelayakan dari ahli multimedia, ahli materi serta uji coba pengguna. Selain itu, multimedia ini diharapkan dapat memotivasi mahasiswa dalam mengembangkan kemampuan serta meningkatkan penguasaan konsepnya terhadap materi desain busana pesta. Metode penelitian yang digunakan adalah metode *Research and Development* (R&D) melalui tahapan perancangan, produksi, validasi, revisi dan analisis data. Hasil validasi terhadap multimedia *instructional games* desain busana pada pembelajaran desain mode ini dapat diuraikan berdasarkan penilaian oleh ahli multimedia dan materi bahwa perangkat multimedia yang dikembangkan berada pada kategori layak dan sangat layak dengan persentase kelayakan multimedia 79,4% dan kelayakan materi 96,7%. Verifikasi hasil validasi menunjukan bahwa ahli media dan ahli materi menyepakati multimedia *instuctional games* yang dibuat layak digunakan sebagai multimedia pembelajaran desain busana pesta pada mata kuliah Desain Mode.

Kata kunci: multimedia *instructional games*, desain busana pesta

## **INSTRUCTIONAL GAMES MULTIMEDIA PARTY FASHION DESIGN OF DESIGN MODE LEARNING**

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### **ABSTRACT**

*Currently many technological developments give a positive impact particularly on education, one on the use of multimedia in learning process. Types of multimedia has been widely developed in the community is a multimedia model of instructional games as a means which is capable of supporting the learning activity berbantu the computer or Computer Assisted Instruction (CAI). Multimedia games as instructional learning fashion design chosen to create an effective and efficient learning, thus becoming its own challenges for authors in doing research to make your multimedia instructional games fashion design party on learning fashion design. This research aims to create multimedia instructional games fashion design party on learning fashion design with mechanism of research through the acquisition of the results of the validation of the feasibility of multimedia expert, expert material and user trials. In addition, multimedia is expected to motivate students in developing the capabilities and improve your mastery of the concept design fashion material against the party. The research method used is the method of Research and Development (R&D) through the stages of design, production, validation, revision and analysis of the data. The results of validation against a multimedia instructional games fashion design party on learning fashion design can be elaborated on the basis of an assessment by experts of multimedia and multimedia devices that material that was developed is at a very decent and categories decent with a percentage of 79.4% multimedia feasibility and appropriateness of material of 96.7%. Verify the results of the validation indicates that the expert media and expert material agree the material multimedia instructional games made decent use of multimedia learning fashion design party on the courses fashion design.*

*Keywords:* multimedia instructional games, fashion design party