

ABSTRAK

Penelitian ini bertujuan untuk menghasilkan model pembelajaran aural, untuk membantu siswa melatih dan mengembangkan kemampuan aural dalam pembelajaran piano. Metode penelitian menggunakan Design Based Research (DBR) melalui pendekatan kualitatif. Pengumpulan data dilaksanakan melalui observasi, wawancara, studi dokumentasi, dan analisis dokumen. Pengolahan dan analisis data dilakukan dengan deskripsi data lapangan, reduksi data, data display, dan verifikasi data. Model pembelajaran aural ini, dibangun berdasarkan prinsip belajar stimulus-respon, dan pemecahan masalah yang dikemas dalam bentuk games. Sintaksis pembelajaran disusun menjadi tiga tahapan yaitu: (1) Tahapan, mengidentifikasi dan mendemonstrasikan frase melodi lima nada bertonalitas mayor melalui bernyanyi dan bermain piano, (2) Mengidentifikasi dan mengimitasi frase melodi dengan sistem do berpindah melalui bernyanyi dan memainkan piano, (3) Mengimitasi frase melodi melalui bernyanyi dan identifikasi nomor jari. Ketiga tahapan tersebut diterapkan empat kali pertemuan terhadap tiga orang siswa piano di Sekolah Musik Sinfonia. Hasil penelitian menjelaskan bahwa imitasi frase melodi melalui bernyanyi dan bermain piano, memudahkan siswa memahami nada. Imitation games mampu memotivasi siswa belajar dan menunjukkan pemahaman serta inisiatifnya dalam merangkai nada. Melalui model pembelajaran ini, siswa mampu mendeteksi kesalahannya dalam mengidentifikasi nada. Kesimpulannya, untuk mengembangkan kemampuan aural siswa, membutuhkan proses belajar yang tidak hanya bersifat instruktif melainkan interaktif.

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ABSTRACT

The purpose of the research is to produce aural learning method to help the student in choosing and developing aural ability in piano learning. The research using Design Based Research through qualitative approach. In collecting the data is carry out through observation, The purpose of the research is to produce aural learning method to help the student in choosing and developing aural ability in piano learning. The research using Design Based Research through qualitative approach. In collecting the data is carry out through observation, interview, documentation study, and document analysis. In processing and data analysis is carry out through field data description, data reduction, display data, and data verification. Aural learning model built depend on the principle of learning response-stimulation, and problem solving that is packaged in the form of games. learning syntax is organized into three stages, namely: (1) Identifying and demonstrating the five-tone melodic phrase of major tonality through singing and playing the piano, (2) Identify and imitate melodic phrases with the movable do system through singing and playing piano, (3) Imitate melodic phrases through singing and identification of finger number. The three stages are implemented in four meetings with three piano student at the Sinfonia Music School. The results of the study explain that the imitation of melodic phrases through singing and playing the piano, makes it easy for students to understand the tone. Imitation games are able to motivate students to learn and show their understanding and initiative in arranging tones. Through this learning model, students are able to detect errors in identifying tones. The conclusion, to develop students' aural abilities, requires a learning process that is not only instructive but interactive.

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