BAB V.
KESIMPULAN DAN SARAN

5.1. Kesimpulan

1) Penelitian ini telah berhasil mengembangkan model *integrasi mobile learning* dan *project based learning* dengan karakteristik pembelajaran menggunakan perangkat *smartphone* untuk akses muatan *teori* dan simulasi bahan pembelajaran melalui *platform* aplikasi *Edmodo,* sebagai penguatan ranah kompetensi kognitif siswa dan merangsang aspek psikomotor yang dilakukan secara bersamaan, berdasarkan *syntax* model *project based learning.* Proses pembelajaran dilakukan secara *realtime* diakses sebagai sumber belajar, alat evaluasi serta pembelajaran dilaksanakan secara *hands-on* pada fase tertentu menggunakan media *smartphone* yang diakses secara *portable*, mandiri, dan dapat diakses sesuai kebutuhan.

2) Model integrasi *mobile learning* dan *project based learning* yang dikembangkan secara signifikan dapat meningkatkan kompetensi siswa pada ranah kognitif, psikomotor dan apektif yang ditunjukkan dengan nilai N-*gain* kognitif sebesar 0,73, N-*gain* psikomotor 0,74 dan N-*gain* apektfif 0,72 serta hasil uji *effect size* terhadap peningkatan kompetensi pada ranah kognitif sebesar 77%, psikomotor 94% dan apektif 84% dibandingkan dari hasil uji coba terbatas. Peningkatan yang signifikan lebih tinggi pada kompetensi psikomotor dibandingkan ranah lainnya, diakibatkan adanya tingkat partisipasi aktif siswa, keterlibatan langsung siswa, siswa memiliki rasa ingin tahu yang tinggi dan adanya *progress* kemajuan dengan langkah-langkah pembelajaran pada fas-fase tertentu dibantu menggunakan media *mobile aplikasi* (*smartphone*) sebagai sumber belajar.

3) Penelitian ini mendapatkan respon yang positif dari siswa, model ini dapat digunakan dalam proses pembelajaran siswa di SMK dan pendidikan vokasi lainnya yang ditunjukkan dari respon hasil uji coba pada aspek kualitas aplikasi dan kualitas isi penggunaan model ini. Siswa merasakan adanya keterlibatan, terpantau dan terbimbing serta teravaluasi oleh guru secara langsung dengan menggunakan model integrasi *mobile learning* dan *project based learning*.

5.2. Implikasi

Penelitian ini menghasilkan implikasi terhadap permasalahan peningkatan kompetensi siswa di SMK sebagai bagian dari pendidikan teknologi dan kejuruan. adanya *smartphone* yang dimiliki siswa menjadi salah satu sumber daya yang dapat dimanfaatkan untuk peningkatan minat belajar siswa. Implementasi model pembelaharan integrasi *mobile learning* dan *project based learning* dapat meningkatkan kompetensi siswa. Melalui pendekatan model ini diharapkan siswa tidak mengalami kesulitan dalam mendapatkan sumber belajar dan mengeskplorasi sumber belajar secara mandiri. Guru dapat memberikan tugas tambahan secara realtime yang dapat dipantau kapanpun dimanapun dalam memonitor perkembangan siswa dalam meningkatkan kompetensi pembelajaran. Hasil penelitian ini, dapat memberikan kontribusi ilmu pengetahuan dan menjadi model pembelajaran yang relevan dalam menghadapi revolusi industri 4.0., sehingga berpotensi untuk mengarahkan siswa belajar dimanapun dan kapanpun.

5.3. Saran

Dari temuan pada penelitian ini, peneliti memberikan saran untuk penelitian dan pengembangan metode dan aplikasi lebih lebih lanjut sebagai berikut:

1) Metode pembelajaran akan terus berkembang menyesuaikan kondisi, sumber daya dan teknologi yang ada, sehingga penelitian model pembelajaran ini harus tetap dikembangkan untuk menghasilkan model pembelajaran yang lebih relevan sesuai dengan berbagai sumber daya.

2) Langkah-langkah proses pembelajaran yang disusun oleh peneliti mengacu pada satu bidang kompetensi, akan tetapi dari konsep langkah-langkah pembelajaran dengan menggunakan model integrasi *mobile learning* dan PjbL dapat dilaksanakan di SMK dengan tetap mengacu pada *syntax* dan standar rambu-rambu pada model pembelajaran ini.

3) Integrasi *mobile learning* dan *project based learning* sebagai model pembelajaran tentunya masih ada hambatan dan kekurangan, oleh karenanya perbaikan untuk penyempurnaan terhadap model pembelajaran ini sangat peneliti harapkan untuk perbaikan dimasa yang akan datang.

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