

**STUDI KESESUAIAN LULUSAN SMK  
KOMPETENSI REKAYASA PERANGKAT LUNAK  
DENGAN KEBUTUHAN PERUSAHAAN E-COMMERCE**

**TESIS**

Diajukan untuk memenuhi sebagian syarat untuk memperoleh gelar  
Magister Pendidikan Teknologi dan Kejuruan



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UNIVERSITAS PENDIDIKAN INDONESIA  
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*Studi Kesesuaian Lulusan SMK Kompetensi Rekayasa Perangkat Lunak Dengan Kebutuhan Perusahaan E-Commerce*

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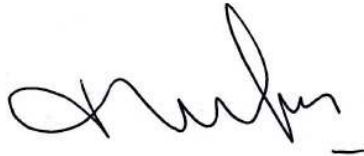
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## ABSTRAK

Lulusan SMK jurusan Rekayasa Perangkat Lunak (RPL) diharapkan mampu mengisi lowongan pekerjaan di industri e-commerce. Smk harus menyiapkan lulusan yang mengacu kepada standar dan kebutuhan dari industri. Penelitian ini bertujuan untuk mengetahui kebutuhan kompetensi yang dibutuhkan oleh industri e-commerce, mengetahui bagaimana kesesuaian lulusan smk bidang keahlian rekayasa perangkat lunak dengan kebutuhan industri e-commerce dan mengetahui peta kompetensi pada sekolah kejuruan khususnya di jurusan rekayasa perangkat lunak. Standar pembandingan yang digunakan adalah KKNi level II RPL. Penelitian ini menggunakan pendekatan kualitatif deskriptif dengan informan dari industri e-commerce dan smk. Pengumpulan data dengan wawancara, observasi, dokumentasi dan triangulasi. Hasil penelitian menunjukkan bahwa kompetensi teknis dan non teknis merupakan poin penting bagi lulusan smk dalam melamar pekerjaan. Hasil lain juga menunjukkan sarana dan prasarana yang belum memadai menjadi faktor penghambat pencapaian kompetensi disekolah. Saat ini Industri e-commerce belum mengacu pada standar KKNi level II rekayasa perangkat lunak, kompetensi yang digunakan disesuaikan dengan kebutuhan perusahaan. Studi kesesuaian kurikulum 2013 SMK khususnya RPL dari hasil pemetaan, secara garis besar dikategorikan cukup sesuai.

**Kata kunci :** kesesuaian, kompetensi, e-commerce, lulusan smk.

## ABSTRACT

Graduates of vocational school in Software Engineering are expected to be able to fill job vacancies in the e-commerce industry. Vocational schools must prepare graduates who refer to the standards and needs of the industry. This study aims to determine the competency requirements needed by the e-commerce industry, to find out how the suitability of vocational school graduates in software engineering expertise with the needs of the e-commerce industry and to find out the competency map in vocational schools, especially in the field of software engineering. The comparative standard used is KKN level II software engineering. This study used a descriptive qualitative approach with informants from the e-commerce industry and vocational schools. Data collection by interview, observation, documentation and triangulation. The results show that technical and non-technical competences are important points for vocational school graduates in applying for jobs. Other results also show that inadequate facilities and infrastructure are an inhibiting factor in achieving competency in schools. Currently, the e-commerce industry has not yet referred to the KKN level II standards for software engineering, the competencies used are tailored to the needs of the company. The study of the suitability of the 2013 vocational school curriculum, especially software engineering from the mapping results, is broadly categorized as quite appropriate.

**Keywords :** suitability, competence, e-commerce, junior high school graduates.

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