

**IMPLEMENTASI DIGITAL LIBRARY BATIK IKONIK PADA  
PEMBELAJARAN BATIK DI SEKOLAH MENENGAH KEJURUAN**

*diajukan untuk memenuhi salah satu syarat memperoleh gelar Magister Pendidikan  
Program Studi Pendidikan Teknologi dan Kejuruan*



**oleh:**  
Indah Nurjanah  
NIM. 1802782

**PROGRAM STUDI  
PENDIDIKAN TEKNOLOGI DAN KEJURUAN  
SEKOLAH PASCASARJANA  
UNIVERSITAS PENDIDIKAN INDONESIA  
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Oleh:  
Indah Nurjanah

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Sebuah Tesis yang diajukan untuk memenuhi salah satu syarat memperoleh gelar  
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Disetujui dan disahkan oleh pembimbing:  
  
**Pembimbing I**

**Dr. Hj. Isma Widiaty, M.Pd**  
**NIP. 19710607 200112 2 001**

**Mengetahui,**  
Ketua Program Studi Pendidikan Teknologi Dan  
Kejuruan Sekolah Pasca Sarjana Universitas Pendidikan Indonesia



**Prof. Dr. Ade Gafar Abdullah, M. Si**  
**NIP. 19721113 199903 1 001**

# IMPLEMENTASI DIGITAL LIBRARY BATIK IKONIK PADA PEMBELAJARAN BATIK DI SEKOLAH MENENGAH KEJURUAN

Indah Nurjanah  
1802782

## ABSTRAK

Penelitian ini beranjak dari permasalahan penggunaan media teknologi. Tujuan penelitian ini adalah untuk mengetahui aspek usability dengan lima variabel kemanfaatan (*perceived usefulness*), kemudahan pengguna (*perceived ease of use*), kenyamanan yang dirasakan (*perceived enjoyment*), Sikap penggunaan/perilaku untuk menggunakan (*attitude towards/behavioral intention*), pendidikan (*education*) pada media digital library batik ikonik. Metode penelitian ini menggunakan pendekatan TAM (*Technology Accepted Model*). Sampel penelitian ini adalah semua peserta didik kelas XI tekstil dan guru produktif SMK Negeri 14 Bandung sebanyak 67 orang. Instrumen penelitian digunakan lembar kuesioner yang disebar melalui *google forms*. Hasil yang diperoleh pada penelitian ini media digital library batik ikonik sangat membantu peserta didik untuk mendapatkan informasi mengenai batik Jawa Barat, aplikasi digital library batik mudah dan dapat digunakan karena mudah dioperasikan, peserta didik dapat mengembangkan motif batik dengan sumber digital library batik sebagai referensi dan membantu peserta didik untuk belajar dimana dan kapan saja. Rekomendasi yang dapat disampaikan melalui penelitian selanjutnya dapat menambahkan variabel *user interface design* sehingga tampilannya dapat dilihat oleh peserta didik dan dapat menambah instrumen observasi untuk menguji variabel Sikap penggunaan/perilaku untuk menggunakan (*attitude towards/behavioral intention*).

**Kata Kunci :** Implementasi, Media Digi\_litikon, Aspek Usability.

# **IMPLEMENTATION DIGITAL LIBRARY BATIK IKONIK FOR LEARNING IN THE VOCATIONAL SCHOOL**

**Indah Nurjanah  
1802782**

## **ABSTRACT**

This research departs from the problem of using technology media. The purpose of this study was to determine the usability aspect with five variables of perceived usefulness, perceived ease of use, perceived enjoyment, attitude towards / behavioral intention, and education on the iconic batik library digital media. This research method uses the TAM (Technology Accepted Model) approach. The sample of this research was all students of class XI textiles and productive teachers of SMK Negeri 14 Bandung as many as 67 people. The research instrument used questionnaire sheets that were distributed via google forms. The results obtained in this study were the iconic batik digital library media very helpful for students to get information about West Java batik, the batik digital library application is easy and can be used because it is easy to operate, students can develop batik motifs with the batik digital library source as a reference and help. students to study anywhere and anytime. Recommendations that can be conveyed through further research can add a user interface design variable so that the appearance can be seen by students and can add an observation instrument to test the variable attitude towards use/behavior to use (attitude towards / behavioral intention).

**Keywords: Implementation, Digi\_litikon Media, Usability Aspects.**

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