

***SOFT SKILLS ASSESSMENT MENGGUNAKAN MULTI-PLATFORM
E-RUBRIC PADA PENDIDIKAN VOKASI BIDANG SENI KREATIF***

TESIS

**diajukan untuk memenuhi sebagian dari syarat untuk memperoleh gelar
Magister Pendidikan Teknologi dan Kejuruan**



**oleh
Ginny Ginanjar Mustofa
NIM. 1906426**

**PROGRAM STUDI
PENDIDIKAN TEKNOLOGI DAN KEJURUAN
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HALAMAN JUDUL

SOFT SKILLS ASSESSMENT MENGGUNAKAN MULTI-PLATFORM E-RUBRIC PADA PENDIDIKAN VOKASI BIDANG SENI KREATIF

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Sebuah Tesis Yang Diajukan Untuk Memenuhi Salah Satu Syarat Memperoleh
Gelar Magister Pendidikan (M.Pd)
Pada Program Studi Pendidikan Teknologi dan Kejuruan

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HALAMAN PENGESAHAN TESIS

**GINNY GINANJAR MUSTOFA
NIM.1906426**

***SOFT SKILLS ASSESSMENT MENGGUNAKAN MULTI-PLATFORM
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disetujui dan disahkan oleh:

Dosen Pembimbing



**Dr. Ana, M.Pd
NIP. 19720307 199903 2 002**

Mengetahui,

**Ketuan Program Studi
Pendidikan Teknologi dan Kejuruan**



**Prof. Dr. Ade Gaffar Abdullah, M.Si.
NIP. 19721113199903 1 001**

PERNYATAAN

Dengan ini saya menyatakan bahwa tesis yang berjudul “*Soft Skill Assessment Menggunakan Multi-Platform E-Rubric Pada Pendidikan Vokasi Bidang Seni Kreatif*” ini beserta seluruh isinya adalah benar-benar karya saya sendiri. Saya tidak melakukan penjiplakan atau pengutipan dengan cara-cara yang tidak sesuai dengan etika ilmu yang berlaku dalam masyarakat keilmuan. Atas pernyataan ini, saya siap menanggung risiko / sanksi apabila di kemudian hari ditemukan adanya pelanggaran etika keilmuan atau ada klaim dari pihak lain terhadap keaslian karya saya ini.

Banjar, 30 Januari 2021

Yang membuat pernyataan



Ginny Ginanjar Mustofa

NIM. 1906426

KATA PENGANTAR

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Penulis

ABSTRAK

Tesis ini bertujuan untuk mendeskripsikan pengembangan *multi-platform e-rubric* sebagai alat ukur dalam asesmen *soft skills* pada pendidikan vokasi bidang seni kreatif khususnya seni karawitan. Metode yang digunakan dalam penelitian ini mengadopsi prosedur *Waterfall Model* dengan rincian tahapan antara lain: *analysis, design, implementation, testing, deployment* dan *maintenance*. Adapun teknik analisis data yang digunakan adalah analisis kualitatif dan kuantitatif deskriptif. Hasil penelitian menunjukkan bahwa terdapat beberapa *soft skills* yang menjadi prioritas konten dalam pengembangan *multi-platfom e-rubric soft skills*. Aspek-aspek tersebut antara lain: 1) *memory and concentration*; 2) *openness to feedback/self-awarness*; 3) *communication*, 4) *teamwork*, 5) *creativity and innovation*; dan 6) *self-dicipline*. *Multi-platform e-rubric soft skills* ini telah melewati uji validasi dan uji *usability*, sehingga memungkinkan untuk menjadi alat ukur formatif asesmen berbasis *student performance* yang layak (valid dan reliabel) pada pendidikan vokasi bidang seni kreatif khususnya seni karawitan. Kelebihan dari *multi-platform e-rubric soft skills* ini adalah akurat, hemat waktu, hemat biaya dapat menampilkan hasil asesmen yang detail, baik secara kualitatif maupun kuantitatif serta dapat menampilkan progres hasil asesmen yang sistematis dari waktu ke waktu.

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