

**LEARNING MEDIA DEVELOPMENT TEST OF TRANS-DIMENSIONAL
PICTURE OBJECT (*TRANS-DIMENSIONAL OBJEK GAMBAR/TDOG*) IN
THE OF FIRST BUILDING CONSTRUCTION AND DRAWING COURSE
(*KONSTRUKSI BANGUNAN/KBM I*)**

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ABSTRACT

The competency of KBM I course contained a concept of complicated building structures, especially for students whose background of Senior High School. The complexity of building structures caused some difficulties in understanding and drawing skills results unachieved basic competence of KBM I course. This research aims at making self-learning media by *Trans Dimensi Obyek Gambar (TDOG)* method based on the students' necessities in order to be easier in understanding relationship between concept and reality, and the real object and the picture on the paper.

The procedures of this research used Research and Development (R&D) procedures. The plan of research implementation was divided into two stages, those were: 1) product development, and 2) product's effectiveness testing. In detail, product development was divided into some stages, such as: concept making, designing, materials collecting, combining, try out implementation, and distribution. The method used to analyze data was quantitative descriptive analysis technique expressed in score distribution and assessment scale category that was determined.

Based on the test results, it can be concluded that: 1) media development model based on students' necessities was developed into some steps, those were: doing preliminary research, designing *software*, collecting the materials, developing initial product, validating initial product, analyzing, revising initial product, conducting field try out, analyzing field try out, doing the second revision, and final product; 2) the average score of field try out results on the first stage was 3.82, on the second try out, it improved with the average score of 4.00, and on the third try out, it also improved with the average score of 4.24 of 5. It was categorized as "Very Good". From the result of the third try out, this media was considered as appropriate to use as learning media by the students.

Key Words: learning media, TDOG