

**TECHNICAL DRAWING SKILL IMPROVEMENT
WITH MEDIA PEMBELAJARAN *MODUL GAMBAR TEKNIK*
FOR TECHNICAL DRAWING COURSE
IN ENGINEERING DEPARTEMENT OF AUDIO VIDEO
SMK NEGERI 2 YOGYAKARTA**

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ABSTRACT

The purpose of this research is to find out the design of *Modul Gambar Teknik*, describing the learning process of technical drawing through *Media Pembelajaran Modul Gambar Teknik* in exertion to improve the technical drawing skill. In addition the purpose of this research is to find out the outcomes of learning the technical drawing course using *Media Pembelajaran Modul Gambar Teknik* at the students of class 1TAV1 in SMK Negeri 2 Yogyakarta TA 2010/2011.

This research method is using the Classroom Action Research (CAR) with the cycle model that implemented as collaborative and passive participative. Implementation of learning through *Media Pembelajaran Modul Gambar Teknik* in action is interpolated to the cycles of actions. The research was originally planned for 1 cycle, but in the realization it takes three cycles with the whole students of the class 1TAV1 from Audio Video Departement in SMK Negeri 2 Yogyakarta as the research subject with a population 36 students consisting of 26 male and 9 female. Meanwhile the technique of data collection is done through observation, field notes, questionnaires and document of the learning outcomes. These data were analyzed using analysis of Miles-Huberman, which is started from data collection, data reduction, data presentation until the conclusion of the research is obtained.

The learning outcomes of technical drawing using *Media Pembelajaran Modul Gambar Teknik* based on the criteria of class's average score 80,00 and KKM score 80,00, with students percentage above the KKM is 80,00% or approximately 29 students. In the first cycle, there are 11 (30,56%) students that get the score above the KKM (80,00) and 25 (69,44%) students that get the score below the target of KKM, with the treatment that given by the teacher is only the explanation of the module. Then in the 2nd cycle its become 15 (41,67%) students that get the score above the KKM (80,00) while the other students who still get their score below the KKM is 21 (58,33%), with the treatment of module explanation along with the distribution of the drawing samples in the finished form, and in the 3rd cycle there are 30 (83,33%) students that get the score above the KKM (80,00) while the other student who still get the score below the target of KKM is 6 (16,67%) students, with the treatment given by the teacher is module explanation, providing PCB samples in the finished form along with the video tutorial of job sheet 3. Meanwhile the completeness criteria of finishing the job (6x45 minutes) in the cycle 1, 2 and 3 all of the students completed in completing job sheet. There are improvements of the class's average score from cycle 1 (75,92) become 77,89 in the cycle 2 or increased $\uparrow 1,96$ (7,39%), while from cycle 2 to cycle 3 become 79,97 or increased $\uparrow 2,09$ point (13,95%). From the score of the drawing that shows the improvement from cycle 1 to cycle 3, it can be concluded that the using of *Modul Gambar Teknik* to improve the drawing skill are reasonable to be used as a learning media.

Key words: *improve skills, technical drawing, media, and technical drawing module*