ABSTRACT

DEVELOPMENT OF INTERACTIVE MULTIMEDIA TEACHING MATERIALS DRAWING COMPETENCY STANDARD BY USING AUTOCAD SOFTWARE FOR VOCATIONAL SCHOOL STUDENTS IN LAMPUNG

By

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The objectives of this study are (1) to describe the utilization of teaching materials currently used and the potential for schools against developed products, (2) produce 2D AutoCAD interactive multimedia products for learning, (3) analyze the effectiveness after using interactive multimedia 2D AutoCAD, (4) analyze the efficiency after using interactive multimedia 2D AutoCAD, (5) analyze the attractiveness of interactive after using interactive multimedia 2D AutoCAD.

The study used research and development approach, conducted in SMK Negeri 3 Kotabumi and SMK Negeri 2 Bandar Lampung. Data collection using test and questionnaires, then analyzed quantitatively and qualitatively.

The conclusions of the study are (1) the department of drawing engineering SMK Negeri 3 Kotabumi potentially for the development of interactive multimedia, (2) development results in the form of AutoCAD interactive multimedia teaching materials, (3) interactive multimedia teaching materials are effective used as a medium of learning, which is evidenced by the gain value for cognitive aspects is 0.46 and psychomotor aspects is 0.42, (4) interactive multimedia is efficient as a medium of learning, which is evidenced by the value of learning efficiency ratio is 1.22, (5) interactive multimedia is interesting to be used as a medium of learning, proven by an average score of 3.15.

Keywords: Teaching materials, Interactive Multimedia, AutoCAD