

# Development of Textbooks in the Pengembangan Perangkat Pembelajaran Course at the Department of Fine Arts Universitas Negeri Medan

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**Abstract.** The aims of this research are: 1). Produce innovative teaching materials integrated with Google Scholar and Google Play Book in the Learning Pengembangan Perangkat Pembelajaran Course, 2). Revealing the validation and practicality of teaching materials, and 3). Produce scientific publications in international seminar proceedings. The results of this study indicate that the validity of textbooks is 71% in the valid category, then for the practicality value of textbooks of 67.5% it can be said to be quite practical and can increase user interest in Pengembangan Perangkat Pembelajaran Courses. It is hoped that the textbooks from this research can continue to increase student interest and learning outcomes while participating in the Pengembangan Perangkat Pembelajaran Course.

**Keywords:** Development, Fine Arts.

## 1 Introduction

Someone will be more interested and interested in something, it can be in the form of lessons and so on, to be able to increase someone's interest in the lesson, in this case it can be said to the courses or materials in a lecture, then something can be done to move interest and There are several something done, including by updating the module. An increase in interest is expected to arise from fine arts students who take the Pengembangan Perangkat Pembelajaran Course. Development of these module is made shaped e-books indexed by Google Scholar and Google Play Book, of course integrated with the online learning system of Medan State University, which aims to increase student interest in learning, make it easier for students to understand the material.

Seen from the above conditions, student interest will fade if a student has to buy a book at a relatively expensive price, because this tradition is no longer the era of current students, a student must keep up with the times, several platforms that provide cut-price, practical, and affordable book services. and efficient, this can be obtained through online books, where students can concord to the application price it Rp. 35.000,- can have an e-book at any time, can be accessed through their respective smart phones, this is very interesting and makes it easier for students.

Judging, a lot of things can be done to improve students' interest in learning and doing all their coursework, one of which is interesting teaching materials and practical and economical teaching media. Based on teaching materials and media that can increase students' interest in obtaining good learning outcomes, one of the stimuli that can be done is to make teaching materials in the form of e-books in the Pengembangan Perangkat Pembelajaran Course that can be accessed, read, viewed, and studied by students. Fine Arts through gadgets, smartphones, androids, and laptops. Students can store and distribute these teaching materials on Facebook (FB), Telegram, WhatsApp (WA), e-mail, Google Drive, and so on, all of which are directly integrated into their gadgets. Teaching materials are made attractively according to the needs of students, so that students like and can easily understand the content in the teaching materials.

A module must present a written design with instructional rules because it is used by educators to assist learning. [1] Rusdi conveying module is a place and conveying messages from information sources to recipients. [2] Pramana said textbooks are a set of materials that are systematically arranged so as to create an environment or atmosphere that allows students to be interested in learning, in this case the students who are seen are students of the Department of Fine Arts. [3] Suyitno said a textbook must begin with its purpose, which is more of an analysis of learning needs in order to understand the initial behavior of the object to be studied.

[4] Aisyah said textbooks are not just tools for teachers to teach students, but what is more important is books as a resource that students use to make them learn. Textbooks are generally packaged into textbooks or textbooks. Textbooks should be linked to the curriculum that operates at certain types and levels of education. [5] Tegeh said this development is carried out to be able to develop educational/learning products that are suitable for use and according to needs, so it is necessary for lecturers and students to conduct research and development.

Starting from the above, it is related in this study that textbooks are learning tools and infrastructure that have been analyzed from beginning to end and are closely related to all of them, namely in the form of lecturers to recipients of messages, namely students.

Next, move on to an explanation of interest from the textbook above, where interest is someone's curiosity about something that can be said to be likes, closely related to one's enjoyment of an activity. [6] Slameto expressing interest is interested in activities, without any coercion. Interest is basically the acceptance of a relationship between oneself and something outside. The stronger or closer the relationship, and vice versa. [7] Aritonang revealed that in learning, learning interest has a very large influence on the results.

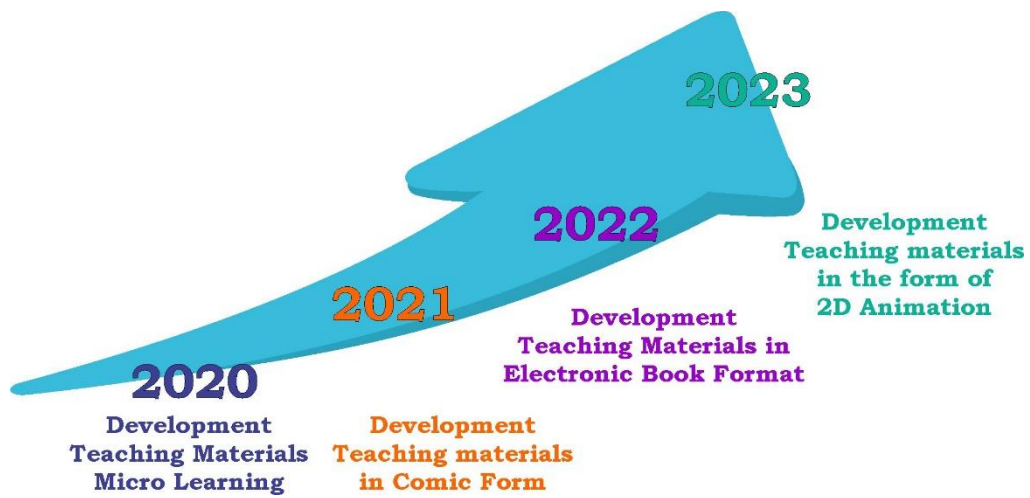


Fig. 1. Research Roadmap.

## 2 Methods

This study uses 4-D (Four D Models). Research and development methods (Research and Development) are research methods used to produce products. [8] Thiagarajan development which consists of 4 stages namely; define, design, develop, and disseminate.

## 3 Results

This stage includes validation and testing of textbooks. The textbooks that have been compiled are then validated by the validator. The practicality assessment was carried out by students. Textbooks are said to be practical, if they can help students understand the material.



**Fig. 2.** Learning Device Development Textbook.

Expert validation consists of 2 (two) stages, namely, 1) validating the questionnaire validation sheet that will be used by the validator to validate the textbook and 2) validating the textbook using the revised validation sheet and assigning a score to the textbook. The validation of the questionnaire validation sheet aims to identify and revise the needs that will be assessed in the validation of textbooks by the validator. Validation is carried out by 2 (two) experts in their respective fields. The following is the name of each validator, in table 1:

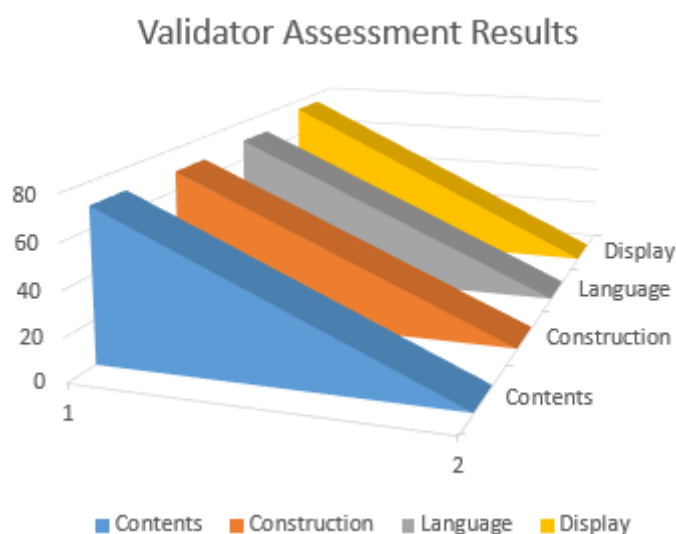
**Table 1.** Names of Textbook Validators

Full Name	Expert	Origin of Faculty
Frinawaty Lestarina Barus	Language	FBS
Mesra	Seni Rupa dan Desain	FBS

**Table 2.** Validator Assessment Results

Variable	%	Category
Contents	70	Valid
Construction	69	Valid
Language	70	Valid
Display	75	Valid
Average	71	Valid

The result is that the validator above which consists of 4 (four) variables equivalence that, 1) the content of the textbook reaches 70%, is included in the valid category, 2) the construction is at 69% achievement, this achievement is in the valid category, 3) the variable is in the valid category. language reaches a percentage that is 70% categorized as valid, and 4) display textbooks are at 75% attainment and can also be categorized as valid. Based on the four variables above, it can be averaged how many percent of 71% are in the valid category. The comparison of the degree of achievement of textbook validation results for each variable that has been assessed by the validator can be seen in Figure two:



**Fig 3.** Validator Assessment Results

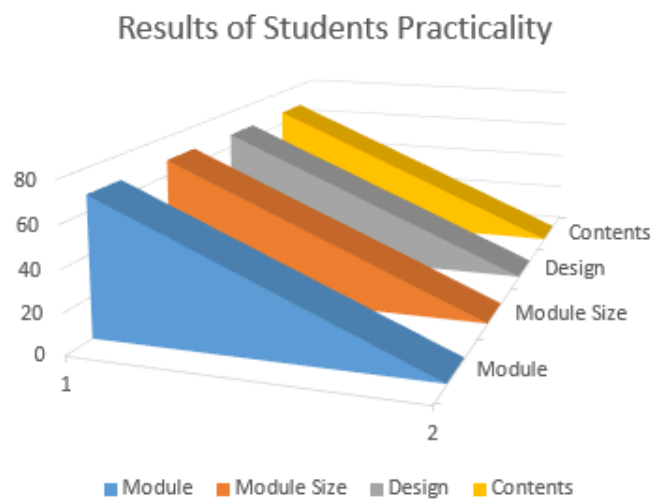
The textbook trial was carried out in classes A and B Regular, Department of Fine Arts, Faculty of Language and Arts, State University of Medan. The purpose of the trial is to assess the practicality of textbooks for students who later become textbook users. The effectiveness of textbooks can be seen from the activeness and activities of students during the learning process using textbooks. In addition, it can also increase interest in learning and of course get better learning outcomes.

This practicality was assessed by students of grades A and B of the Department of Fine Arts, Faculty of Language and Arts, State University of Medan, where students were also the test subjects. After the assessment, data analysis is then carried out. The results of data analysis can be seen in table 3:

**Table 3.** Results of Students Practicality

Variable	%	Category
Module	68	Pretty Practical
Module Size	68	Pretty Practical
Design	67	Pretty Practical
Contents	67	Pretty Practical
Average	67.5	Pretty Practical

The results of the analysis of the assessment data of class A and B students of the Department of Fine Arts, Faculty of Language and Arts, State University of Medan, seen from the practicality of textbooks, namely 1). The percentage of textbooks is 68% in the quite practical category, a) the size of the textbooks is at 68% in the quite practical category, b) the design at 67% is still in the quite practical category, and c) the design of the contents of the textbooks is in the attainment of 67% are in the quite practical category. 2). The average practicality result above is at 67.5% which is in the quite practical category.



**Fig 4.** Results of Students Practicality

## 4 Discussion

The results of this study can be useful for Fine Arts students in taking the Pengembangan Perangkat Pembelajaran Course, where the product of this research can increase the interest and learning outcomes of fine arts students in the Pengembangan Perangkat Pembelajaran course, for the next stage the author will develop research by focusing on research and publications about the forms of Character (Soft Skills) which are more concerned with attitudes, knowledge, and skills.

## 5 Conclusions

Textbook Pengembangan Perangkat Pembelajaran has been produced to increase student interest in the Department of Fine Arts in learning with a textbook validity value of 71% in the valid category. The practical value of student textbooks at the level of achievement of 67.5% is quite practical and can increase user interest in the learning process.

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