

Development of Video Tutorial Media Making Depun for Student of Vocational School

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Abstract. The aim of research are: 1) to find out about the development of tutorial video media for making depun on the Sewing Technology subject. 2) to find out the feasibility of tutorial video media for making depun on the Sewing Technology subject. This research using the ADDIE development method. material expert validation got 94% very good category. Aspects assessed by material expert validation are the aspect of material content obtained 91.66% very good category, in the aspect of material delivery 93.33% in the very good category, in the Benefit aspect 91.11% in the very good category and for the Language aspect and Typography 100% with very good category. The validity test by media experts obtained an average of 88.53% in the very good category. The aspects assessed by media expert are the Functions and Benefits aspects with a percentage of 91.11% in the very good category, in the Visual Media aspect 90.66% in the very good category, in the Narrative and Audio Quality aspect 88.33% with the very good category. good, 80% display aspect with very good category, 90% typography aspect with very good category and for Aesthetic aspect 91.11% with very good category. To see the feasibility of the media, small, medium and large group trials were conducted. The group group trial was conducted by 5 students obtaining 78.52% in the good category. Medium group trials are being carried out by 15 students with an average assessment result of 87.1% in the very good category. The large group trial obtained an assessment of 89.5% with a very good category. The research data concluded that the video tutorial for making depun is very suitable for use as a instructional Media in sewing technology subjects in class X SMK Pemda Lubuk Pakam.

Keywords: Video Tutorial, Sewing Technology, Hem

1 Introduction

According to Walter, vocational education programs prepare students to enter the world of work and create jobs [1]. Vocational Education prioritizes the development of students' skills to become experts in their fields. In achieving these goals, students interact with the learning environment that has been arranged by the teacher through learning methods that are able to bring students to master the fields they are engaged in.

SMK PEMDA (Regional Development) Lubuk Pakam is a Vocational High School (SMK) which has several expertise programs, including Fashion Design. There are basic and basic subjects that must be mastered by class X students of SMK Pemda Lubuk Pakam, namely the subject of Sewing Technology. The purpose of the Sewing Technology subject is to provide students with knowledge and skills as a basis for sewing. SMK PEMDA (Regional Development)

Based on observations, many students still have difficulty in technology subjects, especially in the material for making depun pragmen. In the material for making depun,

students find it difficult because in making depun, they have to sew following the shape of the neckline, while students are just learning to sew with straight shapes for the first time.

Husna argues that Depun is a solution to the edge of the neck by layering it inward [2]. Furthermore, Ernawati explains that making depun is part of finishing the neck edge which is quite difficult because the results of depun with layers must be of the same shape [3]. If what is to be coated is round, then the depun is round, and if it is rectangular, the depun is also rectangular. Depun with the same shape layer has a hem width of 3 or 4 cm. This causes students who are just learning to sew will have difficulty in making depun fragmen.

So far, students make teachers the only source of knowledge so that students only depend on teacher explanations by showing the results of practicum in class and only practicing assignments in class. This method is considered less effective because not all students can understand the sewing process just by looking at examples of practicum results.

In addition, The Covid-19 pandemic resulted in the emergence of various policies from the government to tackle the spread of the Covid-19 Virus in Indonesia, one of which is the limitation of face-to-face learning. This makes students increasingly have difficulty in practical learning, especially fashion technology subjects because students are required to learn more independently. Here teachers are required to be more creative so that students are able to understand the learning material, one of which is by developing learning media that are able to visualize the sewing process, namely video tutorials.

According to Chen video tutorials are skill-based learning media, meaning an effective method to introduce to novice students [4]. Wangi explains that video tutorial media can be used as an independent instructional media for students that can be used anytime and anywhere so that students can repeat their learning at home [5].

Nasir explains that video tutorial media is able to provide knowledge and motivate students to study independently [6]. Media videos are displayed in an authentic context, if the teacher delivers material too fast and students miss important parts of the material, students can repeat learning independently using video tutorials [7].

Based on the description above, tutorial media is very necessary to help novice students in making depun. Therefore, research was carried out on the Development of Video Tutorial Media for Making Depun Students of Class X Smk Pemda Lubuk Pakam

2 Research Method

This research was conducted at the Lubuk Pakam Regional Government Vocational School, Jl Tengku Raja Muda No.32 Petapahan, Lubuk Pakam District in class X Fashion Design. This development research uses the ADDIE model (Analyze, Design, Development, Implementation & Evaluation).

In the analysis phase, a review of the curriculum, syllabus, and analysis of the needs of students and teachers is carried out. At the design stage, the initial storyboard development of the media is carried out which refers to the learning objectives, materials and software used for the media. At the development stage, it was done by developing a video tutorial media product and then it was validated by 2 media experts and 2 material experts. The results of the validation are in the form of suggestions for media improvement. The implementation stage is carried out to see the feasibility of the video tutorial for making depun. Small-group trials were carried out by 5 students, 15 students on a medium group and 32 students on a large group. The evaluation stage is carried out with a formative evaluation of students.

In the process of testing or validating the collection tool product in the form of a questionnaire with a linkert scale [8]. Each indicator that is measured is given a score on a group of 1 -5.

Table 1. The Likert scale

Alternative Answer	Score
Very Good	5
Good	4
Pretty good	3
Not good	2
Fail	1

The value of the feasibility level of this learning media is seen from the results of the questionnaire data analysis that has been filled in in the form of a Likert group . To determine the feasibility of the media, it can be calculated using the percentage formula according to Sugiyono [8].

$$X = \frac{\text{total score obtained} \times 100\%}{\text{the total number of ideal scores of all items}}$$

3 Results and Discussion

Making depun is one of the main materials that must be mastered by students in sewing technology subjects. Depun is the completion of the neck part of the dress. Depun must be done neatly so that every dress can be worn nice and comfortable on the body. Students must master the making of depun because every dress that is sewn will be finished with depun. However, there are still many students who still have difficulty in making depun, especially novice students who are just learning to sew. Sewing depun must follow the shape of the neck of the dress and the same size as the lining on the dress. So far, learning has only focused on the teacher. Students make the teacher the only source of knowledge. Therefore, teachers need to develop video tutorials for making depun to help students in learning.

The development of video tutorial media for depun using the ADDIE development model. The initial stage carried out in this study was analysis. At this stage, an analysis of the needs of students and teachers is carried out. Analysis of student needs and analysis of teacher needs were carried out at the Lubuk Pakam Regional Government Vocational School by giving a questionnaire to the research subject, namely students of class X Fashion Design, totaling 32 people. Meanwhile, the teacher needs questionnaire was given to the Fashion Design teacher in the Sewing Technology subject, totaling 2 teachers. The activity of analyzing student needs and analyzing teacher needs aims to obtain what information is needed by students and teachers in developing video tutorial learning media. The results of the data obtained that the student's need for video tutorial media for making depun is 87.5% in dire need of video tutorial media. The needs of teachers obtained 92% really need video tutorials for making depun media.

At the design stage, the development of an initial design prototype video tutorial for making depun is in accordance with the learning objectives. The initial design of the media is the development of the intro display, menu display, user manual, profile, competency menu, material menu.

The product development stage was carried out by developing a video tutorial for making depun and validated by 2 media experts and 2 material experts.. The development of video tutorial media consists of displaying the intro menu, main page, instructions, profiles, competencies, materials, and evaluation.

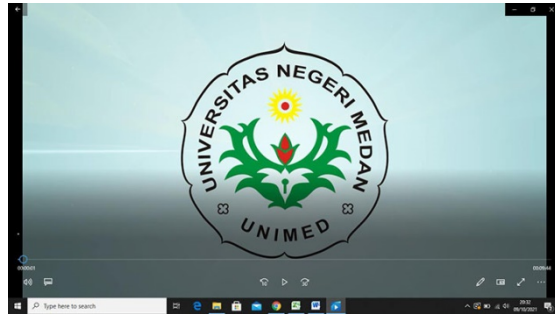


Figure 1. First Slide Show Media Video Tutorial

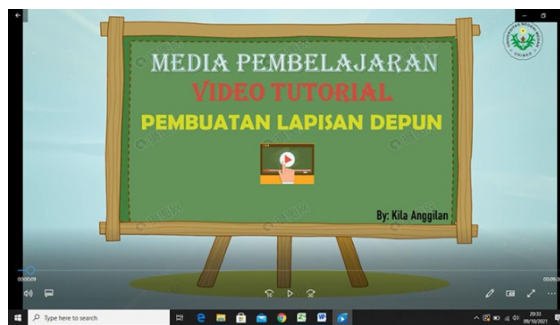


Figure 2. Second Slide Show Description of Learning Media



Figure 3. Opening Slide and Introduction

B. Kompetensi Dasar dan Indikator Pencapaian Kompetensi

Kompetensi Dasar	Indikator Pencapaian Kompetensi
3.4 Menerapkan mesin jahit penyelesaian tepi pakaian.	3.3.1 Menerapkan mesin jahit penyelesaian tepi pakaian. 3.3.1 Menjelaskan mesin jahit penyelesaian tepi pakaian.
4.4 Mengoperasikan mesin jahit penyelesaian depun, serip, dan rompok.	4.4.1 Mengoperasikan mesin jahit penyelesaian depun, serip, dan rompok. 4.4.1 Memperbaiki mesin jahit penyelesaian depun, serip, dan rompok.

Figure 4. Display of Basic Competencies and Competency Achievement Indicators Syllabus

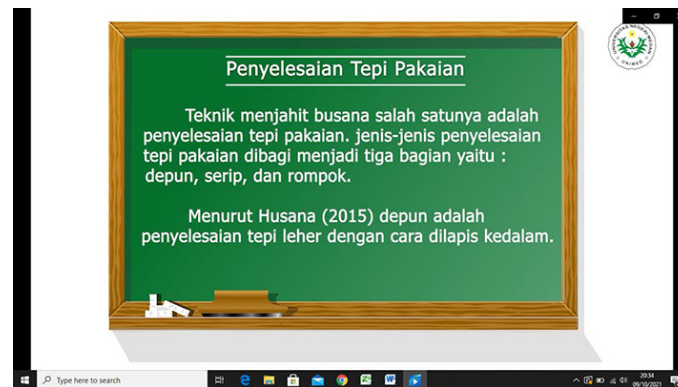


Figure 5. Outline of Clothing Edge Finishing Material



Figure 6. Material View

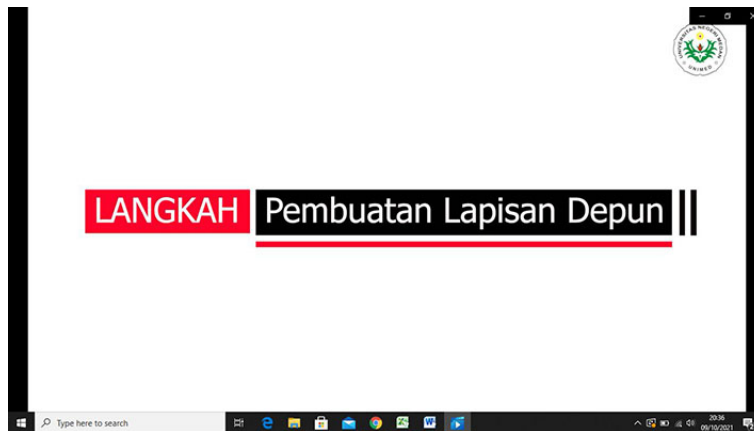


Figure 7. Steps for Making a Depun Layer



Figure 8. The Result of Depun That Has Been Sewn

Validation by media experts and material experts aims to determine the feasibility of the media before being tested on students. The results of the evaluation are in the form of suggestions for media improvement which are a reference for improving the video tutorial media for making depun.

Table 2. Validation results by material experts

No	Aspect	Average (Percentage)	Criteria
1	Content or Material	91,66 %	Very good
2	Submission of Material	93,33%	Very good
3	Benefit	91,11%	Very good
4	Language And Typography	100%	Very good
	Average	94%	Very good

Feasibility test of video tutorial material on the Making of Depun by material experts for the aspect of the Quality of Video Material is 91.66% in very good category, in the Multimedia Material aspect 93.33% in the very good category, in the Benefit aspect 91.11% in the very category good and for aspects of Language and Typography 100% with very good category. From these data, the average assessment by material experts is 94% with a very good category. This means that the video tutorial media is suitable for use in learning fashion technology, especially in the manufacture of depun.

The validity of media experts was carried out by 2 people who were experts in their fields, namely a lecturer in fashion at the State University of Medan and a teacher at the Lubuk Pakam Regional Government Vocational School. Aspects assessed are the function and benefits of media, visual media, quality of narration and audio, presentation display, typography, and aesthetics.

Table 3. Validation results by media experts

No	Aspect	Average (Percentage)	Criteria
1	Functions and Benefits	91,11%	Very good
2	Visual Media	90,66%	Very good
3	Narration And Audio Quality	88,33%	Very good
4	Presentation View	80%	good
5	Typography	90%	Very good
6	Aesthetics	91,11%	Very good
Average		88.53%	Very good

Feasibility test of video tutorial media on the Making of Depun by media experts for aspects of Functions and Benefits of 91.11% in the very good category, in the visual aspect 90.66% with a very good category, in the aspect of Narrative and Audio Quality 88.33% with very good category, 80% Percentage Display aspect with good category, 90% Typography aspect with very good category and for Aesthetic aspect 91.11% with very good category. The validation results by media experts obtained an average of 88.53% with very good criteria. Based on these data it was concluded that the tutorial video media for making depun is suitable for use in learning fashion technology.

The next stage is implementation. In this study the implementation was carried out by conducting trials on students in the form of small group , medium group and large group . The trial was conducted to see the feasibility of the media used in learning. Small-group trials were carried out by 5 students with an average of 78.52% in the good category.

Table 4. Results of small-group trials

No	Aspect	Average (Percentage)	Criteria
1	Attractiveness	77.11 %	Good
2	Level of difficulty	69.33%	Good
3	Appearance	69.32%	Good
4	Benefit	72.66%	Good
Average		78.52%	Good

The results of small-group trials on the attractiveness aspect obtained 77.11% with good categories. Aspects of difficulty level obtained 69.33% good category. Display aspect 69.32%

good category. The benefit aspect is 72.66% in good category. The overall average obtained 78.52% in the good category.

The group trial is being carried out by 15 students of class X SMK Pemda Lubuk Pakam.

Table 5. Medium group trial results

No	Aspect	Average (Percentage)	Criteria
1	Attractiveness	88.75 %	Very good
2	Level of difficulty	83.44%	Good
3	Appearance	88.82%	Very good
4	Benefit	87.23%	Very good
	Average	87.1%	Very good

The results of the medium-group trial obtained an overall average of 87.1% with a very good category. The aspect that was assessed, namely the attractiveness aspect, obtained 88.75% in the very good category. Aspects of the level of difficulty obtained 83.44% good category. Display aspect 88.82% very good category. Aspects of benefits 87.23% very good category.

The large-group trial was conducted by 32 students. The results of large-group trials obtained an assessment of 89.5% with a very good category.

Table 6. Results of large-group trials

No	Aspect	Average (Percentage)	Criteria
1	Attractiveness	89.75 %	Very good
2	Level of difficulty	88.50%	Very good
3	Appearance	90%	Very good
4	Benefit	89.75%	Very good
	Average	89.5%	Very good

The results of large-group trials of attractiveness aspects obtained 89.75% in the very good category. Aspects of difficulty level obtained 88.50% very good category. The display aspect of 90% of the categories is very good. Aspects of benefits 89.75% good category. The average acquisition of a large-group trial assessment is 89.5% with a very good category.

From the trial results, it can be concluded that the video tutorial media is very appropriate to be used as a learning medium for making needlework as well as for learning sewing technology in class X SMK Pemda Lubuk Pakam

The results of this study are strengthened by the results of research by Utomo & Ratnawati which states that there is an increase in learning outcomes by 31% in the use of video tutorials in learning the ignition system in SMK [9]. This shows that the video tutorial media is able to help students improve learning outcomes.

The same thing was also explained by Riyanto that the video tutorial media was effective in learning [10]. This can be seen in the improvement of students' abilities in muhadhoroh subjects. The use of video tutorials is also to support online learning activities [11].

4 Conclusions

The conclusions from the research on the development of tutorial video media for the creation of class X students at the Lubuk Pakam Regional Government Vocational School are as follows:

- 1) The tutorial video media for making depun for class X students of the Lubuk Pakam Regional Government Vocational School was developed using the ADDIE model. The development process resulted in a video tutorial for making depun for class x students of Pemda Lubuk Pakam Vocational High School which has an intro menu display component, main page, instructions, profiles, competencies, materials, and evaluations. The results of the developed video media can be used in learning both in class and independently.
- 2) The tutorial video media for making depun for class X students of the Lubuk Pakam Regional Government Vocational School was declared suitable for use as a fashion technology learning medium. The material expert validation results obtained 94% very good category. Media expert gets 88.53% in very good category. Small-group trials obtained 78.52% good category. Medium-group trials obtained 87.1% very good category and large-group trials obtained 89.5% with very good categories.

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