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PENGENALAN GERAKAN DASAR-DASAR TARI CANDIK AYU DI SANGGAR TARI MEKAR BUDAYA BOJONG BERBASIS MULTIMEDIA, di bawah bimbingan Wahyu Setianto, M.Kom dan Amanah, S.Kom.

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ABSTRAK

Sanggar Tari Mekar Budaya adalah sanggar tari tradisional dan kreasi milik pribadi yaitu milik Ibu Cucuk Marita, S.Pd yang beralamat di Desa Bojonglor RT 09 RW 03 Kecamatan Bojong Kabupaten Pekalongan. Berdasarkan hasil observasi di Sanggar Tari Mekar Budaya sistem pembelajaran yang berjalan menggunakan tatap muka secara langsung. Dari permasalahan yang ada, maka di buatlah suatu media pembelajaran yaitu media pembelajaran tari candik ayu di sanggar tari mekar budaya bojong berbasis multimedia yang dapat dipelajari dari rumah masing-masing. Pembuatan aplikasi ini menggunakan metode pengembangan model MDLC (Multimedia Development Life Cycle) yang terdiri dari 6 tahap, yaitu concept, design, material collecting, assembly, testing, and distribution. Adapun desain sistem menggunakan alat bantu Navigasi, Flowchart, Lembar Kerja Tampilan (LKT) dan Storyboard. Media Pembelajaran Tari Candik Ayu di Sanggar Tari Mekar Budaya Bojong Berbasis Multimedia ini telah melalui tahap pengujian GUI dan UAT. Hasil pengujian GUI dan UAT, aplikasi ini sesuai dengan kebutuhan pengguna terbukti dari hasil kuesioner yang menyatakan bahwa aplikasi ini mudah dipahami dan layak dijadikan media alternatif pembelajaran.

Kata Kunci : Media Pembelajaran, Animasi, Tari Kreasi, Multimedia.

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ABSTRACT

Mekar Budaya Dance Studio is a traditional and creative dance studio owned by Ms. Cucuk Marita, S.Pd, having her address at Bojonglor Village, RT 09 RW 03, Bojong District, Pekalongan Regency. Based on the results of observations at the Mekar Budaya Dance Studio, the learning system that runs uses face-to-face directly. From the existing problems, a learning media was made, namely the media for learning the Candik Ayu dance in the multimedia-based Bojong Culture dance studio that can be learned from each other's homes. Making this application uses the MDLC (Multimedia Development Life Cycle) model development method which consists of 6 stages, namely concept, design, collecting material, assembly, testing, and distribution. The system design uses Navigation tools, Flowcharts, Display Worksheets (LKT) and Storyboards. The Learning Media for Candik Ayu Dance in the Multimedia-based Mekar Budaya Bojong Dance Studio has gone through the GUI and UAT testing stages. The results of the GUI and UAT testing, this application is in accordance with the user's needs as evidenced by the results of the questionnaire which states that this application is easy to understand and deserves to be used as an alternative learning media.

Keywords: Learning Media, Animation, Creative Dance, Multimedia.