

# KONTRIBUSI HASIL BELAJAR *CUSTOM MADE* BERBASIS *PROJECT BASED LEARNING* TERHADAP KREATIVITAS SISWA TATA BUSANA

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## ABSTRACT

Study This aim For know Contribution results Study Making Custom Made Clothing based on Project Based Learning (X). Creativity Student (Y) in class XI fashion design at SMK Negeri 4 Yogyakarta Teachings 2022/2023. Type of research This is study descriptive quantitative. Population Study is student class XI fashion design, totaling 106 students. Research sample totaling 52 students use proportional random sampling technique with formula slovin . Data collection using questionnaire and documentation. Testing instrument done to 30 students outside sample but still in one population, validation test results use product moment correlation with  $n = 30$  respondents of 20 items statement fall 3, reliability test using Cronbach's Alpha on variables creativity (Y) with mark coefficient 0.873. The data analysis technique uses descriptive tests and preceded product moment correlations with prerequisite tests namely the normality test and linearity test. Research results show that 1) There is contribution results Study making custom made clothing with application of project based learning to creativity student class XI field fashion expertise at SMK N 4 Yogyakarta 2022/2023 teaching amounted to 15.1%; 2) Learning outcomes making fashion custom made with application of project based learning in class XI fields fashion expertise \_ in category competent with frequency relative 59.50%; 3) Creativity students in class XI fields fashion expertise \_ including to in category currently with frequency relatively 61.50%.

**Keywords:** Creativity , Learning Results , *Custom Made*, *Project Based Learning*

## INTRODUCTION

Education is very important activity for preparation children For face his life in the future ( Roesminingsih , 2013, p . 51). Quality education can realized through optimal learning with put forward role active student in explore and develop knowledge . School Intermediate Vocational (SMK) is something institution oriented education \_ For capable print power skilled and professional work to be ready plunge directly in the business world and the industrial world , as well always try adapt skills possessed \_ graduates with develop professional attitude . SMK Negeri 4 Yogyakarta is one of them school intermediate vocational with field skill tourism that has several skills programs , one of which is the Fashion Design skills program.

Custom Made Clothing Making is one of

them eye lesson productive in the fashion skills program . Custom made is making based clothing order for individual with technique specifically (Soekarno, 2018, p . 9). Subjects \_ making custom made clothing contains material about making fashion with processing tailor and couture systems so can increase knowledge , attitudes and skills as well as can fulfil competence base in making custom made clothing for participant educate . Subjects \_ making Custom made clothing is learning practice, where in learning No only in a way knowledge Just be assessed, yes but also about whole during the manufacturing process fashion. Because it is something overall , then here it is creativity is also needed in eye lesson making custom made clothing.

There is a number of possible factors \_ influence in enhancement creativity students , for one is results Study students . As results

interview with an eye teacher lesson making custom made clothing states that in the learning process making custom made clothing at school Intermediate State Vocational School 4 Yogyakarta students obtain results varied learning. Based on value data from the teacher shows that 80% of students class XI get value above Criteria Minimum Completeness (KKM) 75, while 20% of students stated Not yet complete Study with mark under KKM. However, as long as learning that has been done held Still there is a number of students who haven't capable increase power his creativity.

Based on results observations at SMK Negeri 4 Yogyakarta, there are a number of problem namely : (1) often student fast bored during the learning process teach so that condition class not enough conducive ; (2) students accept What exists lessons at the moment activity learning currently ongoing ; (3) students tend passive or not interested in the material presented ; (4) students not enough in develop his creativity so that No can apply their skills \_ have when learning practices that result results Study student less than optimal. In general low creativity student can impact on less its effectiveness implementation learning, so need analyzed influence results Study to creativity students. That thing reinforced by research (Rahmawati, 2011, p. 3) which says that “The phenomenon that occurs that is unpreparedness student moment follow activity practice, lack of interesting inspiration. Unpreparedness student showed with attitude lack of notice explanation of teachers, students not enough respond the questions are given by the teacher, too passive and rigid in innovate. Student tend to be quiet and numerous take method fast with copy or plagiarize proportion body when the teacher leaves class without supervision full, which has the effect of lacking innovation and creativity students”.

Very high creativity accompanied with desire \_ big and thirsty tofu \_ will challenge think make somebody like do exploration . Many influencing factors \_ creativity students , among others internal factors in the form of openness to

experience and factors external that is environment . External factors can sourced from environment school nor environment family . Learning methods applied by teachers \_ learning can influence creativity participant educate . One \_ method existing learning \_ teachers use on the eyes Custom made lessons are project based learning.

Project Based Learning (PjBL) is a learning model that provides chance to the teacher for manage classroom learning with involve Work project. Project based learning requires student For think critical, analytical, using ability high thinking, need collaboration, communication, solving problems and independent learning. \_ Application steps in project based learning solve problem related environment \_ with making fashion called action creative. Possible conditions \_ somebody create product meaningful creative \_ is condition personal and environmental that is to what extent both push somebody For involve himself in the creative process (busyness, activity). Teachers must value product creativity students and communicate them to others, for example with demonstrate or show off results work students. It will more evocative interest student For be creative.

From delivery on researcher interested do study with title Contribution of Learning Results for Custom Made Clothing Making Subjects with Application of Project Based Learning to Creativity Student Class XI Field Fashion Skills in Schools Intermediate Yogyakarta 4th Year State Vocational School Teachings 2022/2023.

## **METHOD**

Study This is type study descriptive quantitative with use approach correlation . Descriptive method quantitative is study descriptive is illustrative research \_ something results research , methods This aim For give explanation as well as validation about the phenomenon studied (Ramdhan, 2021:7). Study This has two variables that is results Study making custom made clothing as independent

variable (X) and creativity as dependent variable (Y). Study carried out at SMK Negeri 4 Yogyakarta which is located at Jl. Sidikan No.60, Sorosutan, Umbulharjo, Yogyakarta City, Special Region of Yogyakarta 55161. Research This implemented in the year Teachings 2022/2023.

Population in research This is student class XI fashion design , totaling 106 students . Retrieval technique sample using proportional random sampling , namely as many as 52 students . Data collection techniques using questionnaire and documentation . Variables in research This is results Study making custom made fashion (X) and creativity (Y). Instrument study variable this creativity (Y). consists of 20 items statement and 4 scores weight answer .

Test it out instrument done with testing validity and reliability . Testing done to 30 students outside \_ sample but Still in One population . Validity test results of 20 items there are 3 statements that are invalid . Entire item valid statements have mark correlation 0.361. Reliability test results from variable creativity obtained Alpha value 0.873, with thereby can said that the questionnaire data is very good used For collect further data . The data analysis technique uses descriptive tests For see description variables taken \_ of the mean, median, mode, and standard deviation , as well preceded product moment correlation with prerequisite tests namely the normality test and linearity test . Following this is formula product moment correlation :

$$r_{xy} = \frac{N \Sigma XY - \Sigma X \Sigma Y}{\sqrt{(N \Sigma X^2 - (\Sigma X)^2)(N \Sigma Y^2 - (\Sigma Y)^2)}}$$

Keterangan:

- $r_{xy}$  = Koefisien korelasi variabel X dan Y
- $\Sigma X$  = Jumlah variabel X
- $\Sigma Y$  = Jumlah variabel Y
- N = Jumlah responden
- $\Sigma XY$  = Jumlah perkalian X dan Y
- $\Sigma X^2$  = Jumlah X kuadrat
- $\Sigma Y^2$  = Jumlah Y kuadrat

Figure 1. Formula correlation *product moment* (source: Suharsimi Arikunto , 2013)

## RESULTS AND DISCUSSION

Research results This is variable data description results Study making fashion custom made with application of project based learning (X) and variables creativity students (Y), results data study can seen in table 1 below.

Table 1. Summary of Research Data

Variable	Score Observation				Score Ideal				Med	Mo
	Score Max.	Score Min.	Mean	SD	Score Max.	Score Min.	Mean	SD		
Learning Results for Making Custom Made Clothing ( X )	87	78	81	2,4	100	0	50	16,7	80	79
Creativity Student ( Y )	64	38	50	5,6	80	20	50	10	50	49

Data analysis technique uses descriptive tests and preceded product moment correlations with prerequisite tests namely the normality test and linearity test . Normality test aim For know what is the relevant data ? normally distributed or no . Normality test use Kolmogorov Smirnov method with assistance with calculation programs special SPSS statistics version 25. Linearity test used For know mark second variable own linear relationship or no . Linearity test use equality regression simple . Normality test results second variable can seen in table 2 below.

Table 2. Normality Test Results

Kolmogorov Smirnov Test	
Asymp . Sig. (2-tailed)	,200

(source: research processed)

Based on results calculation table 4.6 values normality test results is 0.200 whereas mark significance 0.05 (5%), so the data is normally distributed because mark significance count is 0.200 > 0.05 then can it was concluded that the data was normal. Linearity test results second variable can seen in table 3 below.

Table 3. Linearity Test Results

Variable	F count	P > 0.05	Criteria
X → Y	0.818	0.591	Linear

(source: research processed)

Based on results calculation table 3, can is known that Fcount = 0.818 with P value = 0.591

> 0.05. Results of the linearity test the can interpreted that P value is more big from 0.05 so can concluded that there is linear relationship between results Study making custom made clothing with creativity students . Testing correlation calculated use product moment formula , correlation test results can seen in table 4 below.

Table 4. Correlation Test Results Product Moments

Variable	Sig	R count N = 52	R table N = 52	Coefficient Determinant	Information
X → Y	0.004	0.388	0.268	0.151	There is Contribution

(source: research processed)

Based on table 4.8 hypothesis test results use technique analysis Product moment correlation is obtained calculated r value = 0.388 > r table = 0.268 with P value = 0.004 < 0.05, so mark determination coefficient contribution from results Study making custom made clothing with project based learning method towards creativity student amounting to 15.1%. Distribution results frequency of result data Study making Custom made clothing is categorized to in 4 categories namely Not Competent , Enough Competent , Competent , and Very Competent . Based on calculation distribution results Study making custom made clothing with the application of project based learning was obtained category Not yet competent found at intervals < 75 with frequency relative 0%, category Enough competent found in the interval between 75-79 with relative frequency 40.50%, category competent in the interval between 80-89 with frequency relatively 59.50%, and deep very competent category found in the interval between 90-100 with frequency relatively 0%. Category results Study making Custom made clothing is possible seen in table 5 below.

Table 5. Learning Outcome Categories Custom Made Clothing Manufacturing

No.	Kategori	Interval Skor	Frekuensi	Relatif
1.	Belum Kompeten	≤ 75	0	0%
2.	Cukup Kompeten	75 – 79	21	40,50%
3.	Kompeten	80 – 89	31	59,50%
4.	Sangat Kompeten	90 – 100	0	0%
Total			52	100%

( source : research processed )

Based on calculation category results Study making custom made clothing with implementing project based learning can concluded in category Not yet competent there were 0 respondents with frequency relative 0%, category Enough competent there were 21 respondents with relative frequency 40.50%, 31 respondents in category competent with frequency relatively 59.50%, and 0 respondents in very competent category with frequency relatively 0%, then can concluded that results Study making fashion custom made with application of project based learning in category competent with frequency relatively 59.50%. Below is the category histogram results Study making Custom made clothing is presented in Figure 1.



Figure 1. Histogram of Learning Results Custom Made Clothing Manufacturing

Distribution results frequency of creativity data student categorized as to in three category , ie high , medium , and low . Based on calculation distribution frequency creativity student obtained category tall found in the interval between 57-66 with frequency relatively 15.50%, category currently found in the interval between 47-56 with frequency relatively 61.50%, and category low found in the interval class 36-46 with frequency relatively 23%. Category creativity student can seen in table 6 below.

Table 6. Categories Creativity Student

No.	Category	Score Intervals	F	%
1.	Low	36 – 46	12	23%
2.	Currently	47 – 56	32	61.50%
3.	Tall	57 – 66	8	15.50%
Amount			52	100%

(source: research processed)

Based on category creativity students, you can concluded that there were 12 respondents in category low with frequency relatively 23%, 32 respondents including to in category currently with frequency relatively 61.50%, and 8 respondents including category tall with frequency relatively 15.50%. So, you can concluded that variable creativity student including to in category currently with frequency relatively 61.50%. The following is a histogram of creativity students who can seen in figure 2 below.

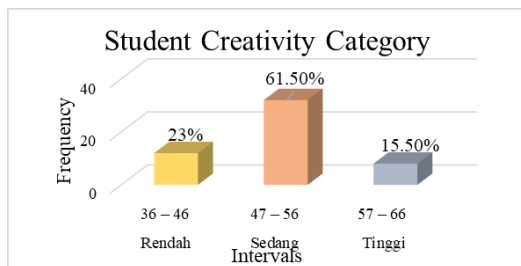


Figure 2. Categories Creativity Student

The size contribution results Study making custom made clothing with application of project based learning to creativity student based on model summary table is obtained  $R^2$  value = 0.151, which means big donations made \_ is amounting to 15.1%. Research results This can concluded that results Study making custom made clothing with the application of project based learning has influence positive to creativity students, because in the project based learning model you can make creativity student increase. Based on analysis descriptive, showing that variable results Study making custom made clothing with application of project based learning including in category competent with frequency relatively 59.50%. Results data Study making this custom made clothing obtained from mark report student class XI field fashion expertise at SMK Negeri 4 Yogyakarta. Whereas results descriptive analysis variable creativity student including in category currently with frequency relatively 61.50%. Creativity data student obtained through 5 indicators namely 1) free in think ; 2) want know ; 3) want get experience new ; 4) believe self , and 5) brave take risk.

The results of calculations and analysis of research data are visible there is influence positive between results Study Making Custom Made Clothing with implementation of student Project Based Learning class XI against Creativity Students in the field fashion expertise at SMK Negeri 4 Yogyakarta Teachings 2022/2023. Following is discussion results research that has been carried out : 1)

Contribution to the Learning Results of the Custom Made Clothing Making Subject with Application of Project Based Learning to Creativity Student Class XI Field Fashion Skills at State Vocational School 4 Yogyakarta Teachings 2022/2023. Based on results analysis Product Moment correlation shows that there is contribution from results Study Making Custom Made Clothing with application of Project Based Learning to Creativity Student with calculated  $r$  value more from  $r$  table , with mark correlation  $0.388 > 0.268$  with level significance  $0.04 < 0.05$ , results calculation determinant  $r^2 = 0.151$  or 15.1%.

Based on results calculations that have been made outlined can interpreted that there is influence positive and significant contribution from results Study Making Custom Made Clothing with implementation of student Project Based Learning class XI against Creativity in the field fashion expertise at SMK Negeri 4 Yogyakarta was 15.1%, while 84.9% came from from other factors or other variables do not discussed in study this . Research results This strengthened with results research conducted by Rita Dwi Cahyani (2019) stated that " the application of the Project Based Learning learning model can be implemented increase creativity students ' eyes lesson development business fashion Class XI Fashion Design at SMK Negeri 1 Buduran ". 2) Learning Outcomes Making Custom Made Clothing with Application of Project Based Learning Class XI Field Fashion Skills at State Vocational School 4 Yogyakarta Teachings 2021/2022. The results of data analysis show that there were 0 respondents with frequency relative 0%, category Enough competent there were 21

respondents with relative frequency 40.50%, 31 respondents in category competent with frequency relatively 59.50%, and 0 respondents in very competent category with frequency relatively 0%, then can concluded that results Study making custom made clothing with application of project based learning in class XI fields fashion expertise at SMK Negeri 4 Yogyakarta in category competent with frequency relatively 59.50%. Research results This strengthened with results research conducted by Risqi \_ Mutmainah (2016) stated that "the PBL (Project Based Learning) learning model can increase achievement Basic Technology competencies Sewing ". 3) Creativity Students at State Vocational School 4 Yogyakarta Year Teachings 2022/2023. Results of variable data analysis creativity student showing that there were 12 respondents in category low with frequency relatively 23%, 32 respondents including to in category currently with frequency relatively 61.50%, and 8 respondents including category tall with frequency relatively 15.50%. Based on data analysis , can concluded that creativity students in class XI fields fashion expertise at SMK Negeri 4 Yogyakarta Teachings 2022/2023 incl to in category currently with frequency relatively 61.50%. Research results This in line with research conducted by Devis Maghfiroh and Sicilia Sawitri (2018, p . 3) that " there are connection creativity with results Study students ' eyes lesson base technology sewing at SMK Negeri 5 Kendal."

## CONCLUSION

Based on results analysis of the data obtained , can withdrawn conclusion namely 1) there is contribution results Study making custom made clothing with application of project based learning to creativity student class XI field fashion expertise \_ with mark coefficient determination amounted to 15.1% while 84.9% came from from other factors do not discussed in research ; 2) results Study making custom made clothing with application of project based

learning in class XI fields fashion expertise \_ in category competent with relative frequency 59.50%; 3) creativity students in class XI fields fashion expertise \_ including to in category currently with frequency relatively 61.50%.

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