

The Learning Device Assisted by CorelDraw Program to Improve Learning Outcomes of Fashion Design Student

Yenni Idrus^a, Riny Arviana^{b*}

^a*Department of Home Economics, Universitas Negeri Padang*

^b*Department of Mathematics Education, Universitas Pendidikan Indonesia*

Course of Decorative Fashion Design at Home Economics Department in Universitas Negeri Padang used to not facilitate the learning which enhances the college students' learning outcomes. In addition, there has never been a comprehensive learning device for this course. This study aimed to develop a learning device that can improve students' learning outcomes. This learning device is assisted by CorelDraw which is one of visual design applications. The development of this learning device followed five steps of ADDIE: (1) Analysis; (2) Design; (3) Development; (4) Implementation; and (5) Evaluation. This learning device consists of syllabus, lesson plan (SAP), handbook, and assessment tools. This learning device is very valid, practical, and effective. Using this learning device, learning outcomes of students (both cognitive and performance) are improved. This learning device is effective in improving the learning outcomes of fashion design students.

Keywords: Learning Device, CorelDraw, Learning Outcomes, Fashion Design

1. INTRODUCTION

Science and technology always expand. Human as subject and object of this world should have various abilities to adapt with. For the college students, satisfied learning outcome is one of indicators performing the good ability. The good and satisfied learning outcome surely should be achieved by fashion design college student too. Decorative Fashion Design is one of courses in Fashion Design program. Lecturer used to give only the hints relating to basic concepts. Then, students have to practice and develop those basic concepts become various impressing decorative fashion designs. The good learning outcome in Decorative Fashion Design course can be measured from students' productivity and creativity in obtaining designs. Learning outcomes are what a learner is expected to know, to understand and/or to be able to demonstrate after completing a process of learning. This broad definition uses the term "process of learning" which describes everything from a single assignment to an entire degree. Expected learning outcomes refer to specific knowledge, practical skills, areas of professional development, attitudes, higher-order thinking skills, etc. that students are expected to develop, learn, or master them during a course.¹ In the other side, there is argument that learning outcome rather than what is to be achieved but how the learning takes place.² I then conclude that learning outcome is not only about students' final achievement but also the experiences found by them along the process of learning.

Based on my experience as lecturer of Decorative Fashion Design Course -it is about more than thirty years-, practice in creating design was used to be manual. Students only used the drawing paper, pencil, coloring pencil, water color, and eraser. It caused many weaknesses like a long time to create designs, difficulties in erasing the mistakes, obstacles in repeating the

precisely designs, difficulties in getting ideas or inspiration, etc.

**riny.arviana@upi.edu*

These weaknesses were assumed to be obstacles for students in obtaining the qualified designs flexibly. Furthermore, there has never been a comprehensive learning device for this course. The limited learning device caused student got difficulties in achieving the satisfied learning outcomes. Meanwhile in Decorative Fashion Design course, students are required to produce many decorative designs in a short time. Thus, the learning device of Decorative Fashion Design assisted by CorelDraw can be solution to this problem.

CorelDraw program is one of graphic design applications used to create vector design, logo, and page layout.³ I think CorelDraw program has various features which is good in helping someone to produce qualified designs in shorter time. CorelDraw program has various drawing tools and features that cannot be found from manual drawing tools. General purpose of this study is to develop the learning device of Decorative Fashion Design assisted by CorelDraw program to improve the learning outcome of fashion college student. Specific purposes of this study are: (1) determine the validity of this learning device; (2) determine the practicality of this learning device; (3) determine the effectiveness of this learning device with following details: (a) describe the learning outcome of college students who use this learning device; (b) determine whether the learning outcome of college students who use this learning device is higher than that of college students who learn conventionally.

2. METHODS

The primary concern of this study is to develop the learning device of Decorative Fashion Design assisted by CorelDraw program which is valid, practical, and effective. This study followed five steps of ADDIE model including analysis, design, development, implementation, and evaluation. This study was performed by designing, developing, implementing, and evaluating the learning device of decorative fashion design assisted by CorelDraw program. Analysis in this study consisted of document analysis, classroom observation, interviewing lecturer, and interviewing college student who takes Decorative Fashion Design course. Implementation in the learning process was held through quasi experiment in which the research variables can be controlled wholly. Design used in this quasi experiment is Randomized Control Group Only Design as follow.

Table 1. Randomized Control Group Only Design

	Treatment	Test
Class:		
Experiment	X	T
Control	O	T

Note:

X: using the developed learning device

O: using conventional learning

T: test

3. RESULTS AND DISCUSSION

Analysis in this study consisted of document analysis, classroom observation, interviewing lecturer, and interviewing college student taking Decorative Fashion design class. Based on the analysis result then be determined the problems need to be revised and developed. It is the basic information in designing the learning device of Decorative Fashion Design assisted by CorelDraw program. The internal consistency of this developed learning device was tested by four experts of education and Decorative Fashion design to determine its validity and practicality. The learning device of decorative fashion design assisted by CorelDraw program that has been developed and tested then be implemented in learning process to determine its effect on the college students' learning outcomes. Quasi experiment research needs to be performed.

Table 2. Validity of the Developed Learning Device

	Validity Score	Category
Type of Learning Device:		
Syllabus	4.66	Very valid
Lesson Plans (SAP)	4.40	Very valid
Handbook	4.49	Very valid
Assessment Tools	4.54	Very valid
Mean Score of Validity	4.53	Very valid

Table 3. Practicality of the Developed Learning Device

	Practicality Score	Category
Instrument		
Class Observation	4.75	Very practical
Questionnaire	4.06	Very practical
Mean Score of Practicality	4.41	Very practical

Final step of this study is evaluation of designing process, evaluation of implementation to determine its strength and weakness, and evaluation on the effect of learning device uses.

Evaluation was performed to the two sample classes by using test to determine the difference of the learning of those two sample classes. By determining it statistically, then effectiveness of this learning device can be known. This learning device was validated by four experts. The validation result shows that this learning device is very valid with score 4.53. Hence, lecturer and college student joining the learning of Decorative Fashion Design can rely on this learning device.

The practicality data were obtained from observation of learning process and questionnaire. Result shows that the score of practicality is 4.41. Thus, this learning device is very practical in improving the creativity of college student. This can be used by lecturer and college student joining the learning of decorative fashion design because it gives the eases that cannot be performed in conventional learning. The effectiveness data were obtained from observation of the use of this learning device, observation of college student activities, and test. Hypothesis was tested by using t -test. Score of empirical t is 6.337 while score of theoretical t is 2.145. Hence, the learning outcome of college students who used this learning device is higher than that of college student who learnt conventionally. Thus, this learning device is effective in improving the learning outcome of fashion design college student.

We know that it is very important for teacher or lecturer to improve their teaching process.4 This is also a must in teaching Fashion Design. Fashion Design is one of concentrations in vocational education. This is a kind of education that will grow the students become skilled workers in the future. We, as teacher or lecture, should pay serious attention to their learning outcomes. We have to ensure that after studying they have achieved the expected knowledge and skills. We have to ensure that in order to reach this goal, we have to give them the best experiences in learning process, good learning strategy, and well prepared learning devices.

4. CONCLUSION

The primary concern of this study is to develop the learning devices of Decorative Fashion Design assisted by CorelDraw program which is valid, practical, and effective. This study followed five steps of ADDIE model including analysis, design, development, implementation, and evaluation. This study was performed by designing, developing, implementing, and evaluating the learning devices of Decorative Fashion Design assisted by CorelDraw program. Implementation in the learning process was held through quasi experiment. The final products developed in this study are syllabus, lesson plans, handbook, and assessment tools. Based on the data analysis and discussion, the conclusions are as follow: (a) this learning devices is very valid with score 4.52; (b) this learning devices is very practical with score 4.41; and (c) By using t-test, this learning device is classified as effective since t-empiric = 6.337 while t-table = 2.145. Hence, the learning devices of Decorative Fashion Design assisted by CorelDraw program can improve the learning outcomes of fashion design college student.

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