

Development of E-magazine Based on Flipbook Maker on the Pattern Drafting Home Clothing in the Faculty of Engineering Medan State University

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Development of E-magazine Based on Flipbook Maker on the Pattern Drafting Home Clothing in the Faculty of Engineering Medan State University

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Abstract

In online learning, lecturers need to modify/develop learning media so that students don't experience difficulties in understanding the learning material. The purpose of this study are: (1) To know how is media development flipbook maker based e-magazine on the pattern drafting of home clothing. (2) To know the effectiveness flipbook maker based e-magazine media on the pattern drafting of home clothing. The development model used in this research is the ADDIE. the development procedure (1) Analysis, namely identifying products that are in accordance with the goals of students. (2) Design are, includes designing the initial product and the pattern drafting home clothing. (3) Development, e-magazine media based on Flip book maker will be developed by research hers according to a predetermined design. (4) Implementation (5) Evaluation is carried out in the form of evaluation formative.

Keywords: Development of Media, E-magazine, Flipbook Maker, Patterns, Home Clothing, Pattern Drafting, Fashion.

1. Introduction

The COVID-19 pandemic has brought about tremendous changes in the world of education. The Covid-19 pandemic has affected all education systems from pre-school, primary, secondary to tertiary institutions. Based on the ABC News report on March 7, 2020, school and college closures have occurred in more than a dozen countries due to the Covid-19 pandemic (Purwanto, et al., 2020).

The Ministry of Education and Culture (2020) explained that The Indonesian government through the ministry of education and culture issued circular letter number 3 of 2020 regarding the prevention of covid-19 in education units in anticipation of the spread of the corona virus in schools and universities. Following up on the circular, universities have eliminated face-to-face learning and conduct online learning. Therefore, universities as higher education institutions must be able to follow developments that occur and be able to produce graduates who are skilled, professional, independent, and able to compete in various fields of life. In online learning, lecturers need to modify/develop teaching materials so that students do not experience difficulty in understanding the learning material.

The Fashion Design Education study program is one of the study programs that is in great demand by various high school or vocational high school graduates. Graduates of this study program are expected to have competence in the field of education, be professional in the field of clothing, mature personality qualities and be able to adapt to the times in line with the demands of advances in science and technology as well as arts and culture that are future-minded. In order to be able to prepare prospective educators who are professional in the field of fashion.

The basic women's clothing course is a productive course that students must pass as a prerequisite to be able to take the next course. This course contains theoretical concepts and skills in making women's clothing. This course is given to second semester students of the UNIMED Fashion Education study program. The learning achievement in this course is that students are able to make home clothes

Based on observations, in the basic women's clothing course, many students experience difficulties on the pattern drafting of home clothing in which are one of the learning outcomes of the course, especially most students are from high school and must do online learning. This can be seen from the results of changing the pattern of home clothing, which still have many errors. In addition, there is no learning media that makes it

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