APPLICATION OF E-LEARNING ON LEARNING CRAFT AS IMPLEMENTATION OF CURRICULUM KKNI IN FACULTY OF LANGUAGE AND ARTS UNIVERSITY OF YOGYAKARTA

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ABSTRACT

This study aims to determine: 1) the level of eligibility of e-learning in Leather Craft Learning at the Faculty of Language and Arts Yogyakarta State University; 2) students' perceptions of the implementation of Leather Craft Learning by using e-learning; 3) Students' mastery of the material after using e-learning on the Leather Craft Course.

This research is a research and development or Reseach and Development (R & D). The development procedure covers seven stages: potential and problem exploration, data collection, product design, design validation, design revision, product testing, and analysis and reporting. The data collecting instrument used was a four-scale questionnaire and test question. Data analysis technique used is qualitative and quantitative descriptive analysis with average. The product assessment is done by one material expert, one media expert, and 45 students semester V Craft Education Study Program FBS UNY.

The results showed that the level of eligibility of e-learning in the Leather Craft Learning in the Faculty of Languages ??and Arts Yogyakarta State University by media experts categorize good, material experts categorize good, the validation of student response is very feasible with the percentage of learning media validation results is 78%, validation results the material expert is 79% and the student's validation response is 91%.

Kata Kunci: *e-learning, learning, leather craft*