

Design of Metal Craft Laboratory Based on Competence in the Craft Education Study Program Yogyakarta State University

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ABSTRACT

This study aims to design a representative metal craft laboratory through research and development methods. The foundation of the design rests on five theories, namely: the substance of art education, the principle of practical learning, the concept of competency learning, the criteria for practical laboratories, and the rules of ergonomics. The research step begins with an analysis of potential and problems, to find answers to metal craft laboratory problems in the Craft Education Study Program. The second step is collecting data through field studies and literature to formulate the concept of metal craft laboratory design. The third step is visualizing the design through autocad and sketchup software. The fourth step is the assessment of the feasibility of the design by craft learning experts, design experts, and the metal craft student validator team. The final step is to improve the design until it is declared feasible and valid. Specifically the design concept is in the form of a multifunctional practice room that accommodates learning in three levels of competence in Traditional metal craft courses, Development metal craft and Creation metal craft. The results of the design are in the form of mapping of practical equipment, furniture design, and a room layout design that is considered representative to accommodate metal craft learning.

Kata Kunci: *Design, Laboratory, Metal Craft, Craft Education*