

ABSTRACT
THE IMPLEMENTATION OF THE USE OF THE PROJECT BASED
LEARNING MODEL IN VIDEOGRAPHY SUBJECT
AT SMKN 01 OF BENGKULU CITY

By:
Andhika Pratama

Thesis of Computer Education Study Program
Universitas Dehasen Bengkulu, 2024

This research aims to describe the implementation of the project-based learning model specifically for Videography materials in class XI DKV 3 of SMKN 1 of Bengkulu City. The study was conducted at SMKN 1 Bengkulu City. The subjects of this study are Videography teachers who teach in class XI DKV 3 at SMKN 1 of Bengkulu City and students of class XI DKV 3. The approach used in this study is a qualitative approach. The type of research is descriptive. The data obtained from this study consist of observation results, interview results with teachers about the process of implementing learning with the project-based learning model, documentation results, and student project results. The results of this study indicate that the implementation of the project-based learning model in Videography subjects in class XI DKV 3 of SMKN 1 Bengkulu City, based on the steps of project-based learning. The first step, which is essential questions and project determination, has been carried out quite well. The second step of designing project planning done collaboratively between teachers and students is well executed. The third step of scheduling project creation and collection is well implemented. The fourth step of teachers monitoring students and project progress has also been carried out but less effectively. The fifth step of testing the results or presenting project results is quite well executed. The sixth step of evaluating the learning experience is implemented but less effectively. Based on the research results, it can be concluded that the implementation of the project-based learning model in Videography subjects at SMKN 1 of Bengkulu City has been carried out in accordance with the steps of project-based learning and the flow of learning objectives (ATP) designed by the teachers.

Keywords: Learning Model, Project-Based Learning.



