

The Effect of the Use of *Trend Forecasting* 2023/2024 Learning Resources on the Level of Creativity in Designing Kebaya on Style Elements and Design Development of Grade XII Students at SMKN 3 Probolinggo

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Abstrak

Tujuan dilakukannya penelitian ini yakni untuk mengetahui: 1) tingkat kreativitas mendesain kebaya di kelas kontrol tanpa menggunakan sumber belajar *trend forecasting* 2023/2024, 2) tingkat kreativitas mendesain kebaya di kelas eksperimen dengan menggunakan sumber belajar *trend forecasting* 2023/2024, 3) pengaruh penggunaan sumber belajar *trend forecasting* 2023/2024 terhadap tingkat kreativitas mendesain kebaya. Penelitian ini menggunakan model *Posttest Only Control Design* dengan sampel sebanyak 63 siswa. Instrumen dalam penelitian ini adalah lembar penilaian kreativitas mendesain kebaya. Teknik pengumpulan data yang digunakan berupa penilaian kreativitas dengan analisis data uji beda menggunakan uji *Mann Whitney U*. Hasil penelitian menyatakan: 1) Tingkat kreativitas mendesain kebaya di kelas kontrol menunjukkan 0 siswa (0%) berada pada tingkat sangat kreatif, 1 siswa (3,13%) berada pada tingkat kreatif, 3 siswa (9,37%) berada pada tingkat cukup kreatif, 22 siswa (68,75%) berada pada tingkat kurang kreatif dan 6 siswa (18,75%) berada pada tingkat tidak kreatif., 2) Tingkat kreativitas mendesain kebaya di kelas eksperimen menunjukkan 1 siswa (3,23%) berada pada tingkat sangat kreatif, 9 siswa (29,03%) berada pada tingkat kreatif, 19 siswa (61,29%) berada pada tingkat cukup kreatif, 2 siswa (6,45%) berada pada tingkat kurang kreatif dan 0 siswa (0%) berada pada tingkat tidak kreatif, 3) terdapat pengaruh *trend forecasting* 2023/2024 terhadap kreativitas mendesain kebaya dengan ditunjukkannya nilai $Asymp.Sig\ 0,000 < 0,05$

Kata kunci: *Sumber Belajar, Trend Forecasting, Kreativitas, Mendesain Kebaya*

Abstract

The aim of this research is to determine: 1) the level of creativity in designing kebaya in the control class without using learning resources for trend forecasting 2023/2024, 2) the level of creativity in designing kebaya in the experimental class using learning resources for trend forecasting 2023/2024, 3) the effect of using learning resources for trend forecasting 2023/2024 on the level of creativity in designing kebaya. This research uses the *Posttest Only Control Design* model with a sample of 63 students. The instrument in this research is an assessment sheet for creativity in designing kebaya. The data collection technique used was creativity assessment with analysis of different test data using the *Mann Whitney U test*. The results of the research stated: 1) The level of creativity in designing kebaya in the control class showed 0 students (0%) were at a very creative level, 1 student (3.13%) was at a creative level, 3 students (9.37%) were at the quite creative level, 22 students (68.75%) were at the less creative level and 6 students (18.75%) were at the not creative level. 2) The level of creativity in designing kebaya in the experimental class showed 1 students (3.23%) were at a very creative level, 9 students (29.03%) were at a creative level, 19 students (61.29%) were at a moderately creative level, 2 students (6.45%) were at less creative level

and 0 students (0%) are at the non-creative level, 3) there is an influence of trend forecasting 2023/2024 on creativity in designing kebaya by showing an Asymp.Sig value of $0.000 < 0.05$

Keywords : *Learning Resources, Trend Forecasting, Creativity, Kebaya Design*

INTRODUCTION

The development of the advancing times requires more creative and competitive human resources. Creative human resources are expected to be able to bring change to the surrounding community and the world community. In order to improve human resources, education cannot be separated from the goal of producing human resources who are able to compete in this era (Khoirunnisa, 2018)

Vocational High School is a form of continuing education that prepares students to work, especially in certain fields (Center, 2003). SMKN 3 Probolinggo has a field of expertise in Fashion Design In the Fashion Department there are subjects in the field of expertise, namely Fashion Design and Production which has several elements, one of the elements covered in it is Style and Design Development. This element is one of the elements that demands students' creativity in making designs (SMKN 3 Probolinggo).. According to Munandar's opinion quoted by Afidah (2022), creativity is very important for nation building. The creativity that exists in everyone must be honed continuously (Suhaedi, 2021).. Abubakar & Ngalimun, (2019) argue that creativity is a person's ability to create something new or combine existing works to create something new, this is in line with Hurlock's opinion in Nisa (2016) which defines creativity as a person's ability to create new patterns and merge existing previous patterns. Siswono in Ismawati (2019)

stated five levels of creativity, namely level 4 (very creative), level 3 (creative), level 2 (moderately creative), level 1 (less creative) and level 0 (not creative). Asmawati (2017) proposed four traits that are indicators of creative thinking ability, namely:

1. *Fluency* is the ability to generate many ideas
2. *Flexibility* is the ability to propose various solutions to a problem
3. *Originality* is the ability to generate ideas in original ways
4. *Elaboration* is the ability to elaborate on something in detail

Yulianti (2015) quoted Ginberg's opinion which stated that to increase creativity is to equip children with various books, magazines, newspapers, etc. This is in line with Munandar's opinion in Rahmawati (2013) which said that creativity is driven by external factors such as teaching methods, learning resources, learning atmosphere and teachers.

Based on the observations that have been made, the results of student designs tend to be the same as the source of inspiration images found through the internet such as Google and the Pinterest application without updating or innovating and there are many student design results that are not in accordance with the source of ideas that have been prepared in advance. This shows that students are not yet creative in designing. The cause of this lack of student creativity is based on the unavailability of learning resources that are able to encourage students to explore information about the latest and targeted designs. *Learning resources* are everything in the form of data, people or certain forms that aim to make it easier for students to achieve learning goals or master certain skills (Cahyadi, 2019).. Sasmita (2020) argues that learning resources can be divided into two parts, namely: 1) *Learning resources by design* are any resources that are specifically designed to be used in the learning process, 2) *Learning resources by utilization* is a learning resource that is not specifically for learning purposes but can be used and utilized for learning purposes

Designing a kebaya is one of the materials in the elements of style and design development. Fashion design is the translation of model design into fashion using elements such as lines, shapes, silhouettes, sizes and textures, Design is a planning that can be poured through gambar which consists of several elements and design principles so as to produce a good design (Sumaryati, 2013). Meanwhile, the kebaya is a women's clothing known to the Indonesian people as a national fashion, becoming a *cultural display* of the Indonesian nation that is usually worn at official events such as graduations, weddings,

parties and state events (Sumaryati, 2018). According to Chandra (2014), the kebaya was originally a simple tunic-shaped top with a knee-length

This study uses *the 2023/2024 Trend Foecasting* as a learning resource for designing creative kebaya. *Trend forecasting* is a method of predicting trends or projecting trends for a certain period of time in the future (Satrio et al., 2020). The researcher uses *Trend Forecasting 2023/2024* because (1) discusses *fashion trends* in detail based on the current situation, (2) displays fashion design examples in each sub-trend, (3) explains the color palette in each sub-trend, (4) provides keywords for each sub-trend, (5) trend changes are always updated every two years.

METHOD

The research method in this study uses an experimental method with *the Posttest Only Control Design model*. This research model requires two groups referred to as the control group and the experimental group, the experimental group is the group that is given treatment while the control group is not (Sugiyono, 2018).

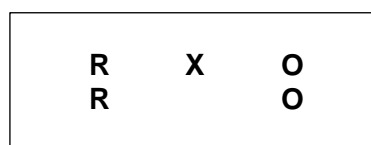


Figure 1 Posttest Only Control Design
(Source: Sugiyono, 2018)

Information:

R : randomly selected sample

X : treatment given

O: *posttest*

This research was conducted at SMKN 3 Probolinggo which is located at Jalan Pahlawan No. 26 A, Probolinggo City, Kebonsari Kulon Village, Kanigaran District. The sample used was two classes with the number of first classes as many as 32 students and the second class as many as 31, so that the total sample was 63 students. The instrument in this study is in the form of a creativity assessment sheet.

RESULTS AND DISCUSSION

Level of Creativity in Designing Kebaya in Control Class

Table 1 Categories of Creativity of Control Classes

Value	Information	Number of Students	Percentage (%)
42 – 48	Very Creative	0	0
34 – 41	Creative	1	3,13
16 – 33	Quite Creative	3	9,37
19 – 25	Less Creative	22	68,75
12 – 18	Not Creative	6	18,75
Sum		32	100

Based on the table of creativity categories of designing kebaya in the control class, it shows that 0 students (0%) are at a very creative level, 1 student (3.13%) is at a creative level, 3 students (9.37%) are at a fairly creative level, 22 students (68.75%) are at a less creative level and 6 students (18.75%) are at a non-creative level.

The Level of Creativity in Designing Kebaya in the Experimental Class

Table 2 Categories of Creativity of Experimental Classes

Value	Information	Number of Students	Percentage (%)
42 - 48	Very Creative	1	3,23
34 - 41	Creative	9	29,03
26 - 33	Quite Creative	19	61,29
19 - 25	Less Creative	2	6,45
12 - 18	Not Creative	0	0
Sum		31	100

Based on the category of creativity in designing kebaya in the experimental class, it shows that 1 student (3.23%) is at a very creative level, 9 students (29.03%) are at the creative level, 19 students (61.29%) are at a fairly creative level, 2 students (6.45%) are at a less creative level and 0 students (0%) are at the uncreative level.

Hypothesis Test

Decision making in the *Mann Whitney U* Test

- Asymp.Sig. value < 0.05 then H_a is accepted
- Asymp.Sig. value > 0.05, then H_a is rejected

Table 3 Hypothesis Test Results

Test Statistics ^a	
	Creativeness
Mann Whitney U	59.000
Wilcoxon W	587.000
Z	-6.020
Asymp.Sig. (2-tailed)	.000
a. Grouping Variable: Class	

Based on the results of the hypothesis test, it is known that the value of Asymp. Sig (2-tailed) of $0.000 < 0.05$, then H_a which reads that there is an influence of the use of *Trend forecasting* 2023/2024 learning resources on the level of student creativity in designing kebaya is acceptable

Based on the results of the research, it was explained that there was an influence of the use of *trend forecasting* learning resources on the level of creativity of students in designing kebaya. The results of this study are in accordance with the opinion of Yulianti (2015) who stated that creativity can be increased by equipping children with various books, magazines or other materials. This research is strengthened by another study conducted by Asmara (2020) which concluded that *trend forecasting* has an effect on students' creativity in designing, which is shown in the average score of the experimental class is greater than the average score of the control class. Another study was conducted by Khoirunnisa (2018) who concluded that there is an influence of *trend forecasting* on fashion design as evidenced by the results of the t-test with a calculated t-value greater than the t-value of the table.

The results of this study show that there is an influence of the 2023/2024 *Trend forecasting* learning resource on the level of student creativity in designing kebaya. This is shown from the level of creativity in designing in the control class which showed that 0 students (0%) were at a very creative level, 1 student (3.13%) was at the creative level, 3 students (9.37%) were at a fairly creative level, 22 students (68.75%) were at the less creative level and 6 students (18.75%) were at the uncreative level while in the experimental class showed 1 student (3.23%) at a very creative level, 9 students (29.03%) were at the creative level, 19 students (61.29%) were at the moderately creative level, 2 students (6.45%) were at the less creative level and 0 students (0%) were at the uncreative level.

CONCLUSION

The level of creativity in designing kebaya in the control class showed that 0 students (0%) were at a very creative level, 1 student (3.13%) was at a creative level, 3 students (9.37%) were at a fairly creative level, 22 students (68.75%) were at a less creative level and 6 students (18.75%) were at a non-creative level.

The level of creativity in designing kebaya in the experimental class showed that 1 student (3.23%) was at a very creative level, 9 students (29.03%) were at the creative level, 19 students (61.29%) were at a fairly creative level, 2 students (6.45%) were at the less creative level and 0 students (0%) were at the uncreative level.

There is an effect of the use of *trend forecasting* 2023/2024 learning resources on the level of creativity in designing kebaya. This can be seen from the results of the *Mann Whitney U* test with an Asymp.Sig value of $0.000 < 0.05$ which means there is a significant difference between the values of the control class and the experimental class

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