

ABSTRAK

Muawaliyah, Iin Khasanah. 2021. “Perancangan Media CYCO (*Cyber Counseling*) Berbasis Android”. Tugas Akhir. Program Studi Bimbingan dan Konseling Fakultas Bisnis & Humaniora. Universitas Teknologi Yogyakarta. Pembimbing Erlin Fitria, S.Pd., M.Pd.

Penelitian ini bertujuan untuk mengetahui rancangan dan kelayakan media CYCO (*Cyber Counseling*) berbasis android yang digunakan sebagai bentuk inovasi layanan jarak jauh antara konselor/guru BK dan peserta didik dengan memanfaatkan beberapa *platform* media sosial dan juga pengenalan siswa mengenai *cybercounseling*. Penelitian ini menggunakan metode *Research and Development* (R & D) dengan tahapan, yaitu (1) Potensi masalah yang berasal dari hasil analisis data melalui hasil wawancara dan studi literatur atau kepustakaan, meliputi jurnal penelitian mengenai *cybercounseling* dan data penelitian sebelumnya, (2) Pengumpulan informasi melalui wawancara yang dilakukan dengan guru BK SMKN 1 Pleret Bantul, bertujuan untuk mengetahui kondisi pemanfaatan media konseling online yang selama ini digunakan, diperoleh hasil bahwa belum adanya inovasi layanan jarak jauh antara konselor/guru BK dan peserta didik dalam bentuk *cybercounseling*, (3) Perancangan/desain produk tersebut dirancang melalui *flowchart* dan *storyboard* (4) Validasi desain yang dilakukan oleh ahli materi dan ahli media untuk mengetahui kelayakan rancangan media, pengujian kelayakan produk, diuji oleh 2 (dua) validator, yaitu satu validator ahli materi dan satu validator ahli media, (5) Revisi desain diperoleh berdasarkan saran maupun komentar dari ahli materi dan ahli media, untuk dijadikan acuan dalam pembuatan produk (6) Produk media (pembuatan produk akhir) merupakan hasil dari revisi desain dengan hasil produk akhir yaitu media CYCO (*Cyber Counseling*) berbasis multimedia interaktif yaitu dengan menggunakan fitur *Flash for Android* yang terdapat pada aplikasi Adobe Flash. Berdasarkan hasil penelitian dari validator ahli materi didapatkan hasil 88,88% dengan kategori “sangat layak” dan validator ahli media didapatkan hasil 80% dengan kategori “layak”. Hasil penelitian ini berdasarkan uji kelayakan didapatkan nilai 84,44%. Maka, media tersebut dapat disimpulkan “sangat layak” digunakan sebagai bentuk inovasi layanan jarak jauh antara konselor/guru BK dan peserta didik dengan memanfaatkan beberapa platform media sosial dan juga pengenalan siswa mengenai *cybercounseling*.

Kata Kunci : *Cyber Counseling*, Remaja, Android

ABSTRACT

Muawaliyah, Iin Khasanah. 2021. “Designing Android Based CYCO (Cyber Counseling) Media”. Thesis. Guidance and Counseling Study Program, Faculty of Business & Humanities. University of Technology Yogyakarta. Supervisor Erlin Fitria, S.Pd., M.Pd.

This study aims to determine the design and feasibility of android-based CYCO (Cyber Counseling) media which are used as a form of long-distance service innovation between counselors / BK teachers and students by utilizing several social media platforms and also introducing students to cyber counseling. This study uses Research and Development (R & D) method with stages, namely (1) Potential problems that come from the results of data analysis through interviews and literature studies or literature, including research journals on cyber counseling and previous research data, (2) Collecting information through interviews conducted with BK teachers at SMKN 1 Pleret Bantul, aiming to determine the condition of the use of online counseling media that has been used so far. The results show that there is no long distance service innovation between counselors/BK teachers and students in the form of cyber counseling, (3) The product design/design is designed through flowcharts and storyboards, (4) Design validation is carried out by material experts and media experts to determine the feasibility of media design. Product feasibility testing was tested by 2 (two) validators, namely one material expert validator and one expert validator media, (5) Design revisions were obtained based on suggestions and comments from material experts and media experts to be used as references in product manufacture, (6) Media products (final product manufacture) are the result of design revisions with the final product, namely CYCO (Cyber Counseling) media based on interactive multimedia operated by using the Flash for Android feature which is found in the Adobe Flash application. Based on the results of the research from the material experts validators, the results obtained were 88,88 % in “very feasible” category and the media expert validators obtained 80% results in “adequate” category. The results of this study based on the feasibility test obtained a value of 84,44%. So, it can be concluded that the media is “very feasible” to be used as a form of long distance service innovation between counselors or Guidance and Counseling teachers and students by utilizing several social media platforms and also introducing students about cyber counseling.

Keyword : Cyber Counseling, Youth, Android