

A. MANAJEMEN PEMBELAJARAN

**PRAKARYA DAN KEWIRAUSAHAAN BERBASIS
STEAM-A UNTUK MEMFASILITASI *SOFT SKILLS*
4C SISWA**

(Studi di SMKS-NU Sukagumiwang dan SMKS IBS Tathmainul Quluub
Sindang Kab. Indramayu)

***MANAGEMENT OF STEAM-A-BASED CRAFT AND
ENTREPRENEURSHIP LEARNING TO FACILITATE
STUDENTS' 4C SOFT SKILLS***

*(A Study at SMKS-NU Sukagumiwang and SMKS IBS Tathmainul Quluub,
Sindang, Indramayu Regency)*

DISERTASI,

Untuk Memenuhi Salah Satu Syarat Ujian
Guna Memperoleh Gelar Doktor Bidang Ilmu Pendidikan
Program Studi Ilmu Pendidikan



Oleh:

MOH. ZAEN FUADI, M.Pd.I.

NIM. 4103810419088

**SEKOLAH PASCASARJANA
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LEMBAR PERSETUJUAN
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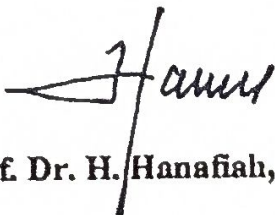
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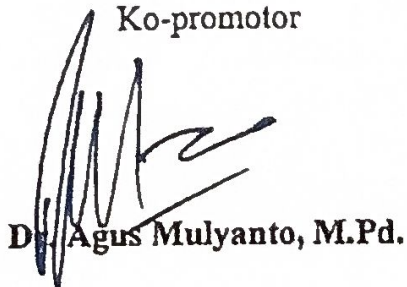
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Promotor



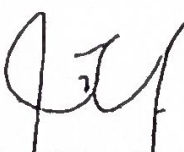
Prof. Dr. H. Hanafiah, M.M.Pd.

Ko-promotor



Dr. Agus Mulyanto, M.Pd.

Anggota


Dr. Usep Kosasih, M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh fenomena belum optimalnya penguasaan *soft skills* 4C (*Critical thinking and problem solving, Creativity and innovation, Collaboration, dan Communication*) pada peserta didik Sekolah Menengah Kejuruan (SMK), yang berdampak pada kesiapan kerja lulusan. Penelitian ini bertujuan untuk menganalisis perencanaan, pelaksanaan, evaluasi, tindak lanjut, masalah dan solusi manajemen pembelajaran Prakarya dan Kewirausahaan berbasis STEAM-A dalam memfasilitasi *soft skills* 4C siswa. Penelitian ini secara teoretis berlandaskan pada siklus manajemen *Plan–Do–Check–Act* (PDCA), pendekatan *STEAM Education*, serta kerangka pendidikan abad ke-21. Penelitian ini menggunakan pendekatan kualitatif dengan metode studi kasus. Data dikumpulkan melalui observasi, wawancara, dan studi dokumentasi, kemudian dianalisis secara tematik berdasarkan tahapan siklus PDCA. Hasil penelitian menunjukkan bahwa manajemen pembelajaran berbasis STEAM-A telah dilaksanakan melalui tahap perencanaan, pelaksanaan, evaluasi, dan tindak lanjut, namun masih terdapat kendala pada aspek sarana prasarana, kesiapan guru, variasi strategi pembelajaran, dan pemanfaatan hasil evaluasi. Penelitian ini menyimpulkan bahwa penguatan manajemen pembelajaran berbasis STEAM-A dan siklus PDCA secara berkelanjutan diperlukan untuk meningkatkan mutu pembelajaran dalam mendukung pengembangan *soft skills* 4C guna mempersiapkan lulusan SMK menghadapi dunia kerja dan kewirausahaan.

Kata kunci: Manajemen Pembelajaran, *Soft Skills* 4C Abad 21, STEAM-A, Kesiapan Kerja.

ABSTRACT

This study is motivated by the phenomenon of the suboptimal mastery of 4C soft skills (Critical thinking and problem solving, Creativity and innovation, Collaboration, and Communication) among students of Vocational High Schools (Sekolah Menengah Kejuruan/SMK), which affects graduates' work readiness. This research aims to analyze the planning, implementation, evaluation, follow-up, as well as the problems and solutions in the management of STEAM-A-based Craft and Entrepreneurship learning in facilitating students' 4C soft skills. The study is theoretically grounded in the Plan–Do–Check–Act (PDCA) management cycle, the STEAM Education approach, and the framework of 21st-century education. A qualitative approach with a case study method was employed. Data were collected through observations, interviews, and documentation studies, and were analyzed thematically based on the stages of the PDCA cycle. The findings indicate that STEAM-A-based learning management has been implemented through the stages of planning, implementation, evaluation, and follow-up. However, several challenges remain, particularly in terms of infrastructure, teacher readiness, variation in instructional strategies, and the utilization of evaluation results. This study concludes that strengthening STEAM-A-based learning management integrated with the PDCA cycle in a continuous manner is essential to improve learning quality and to support the development of students' 4C soft skills, thereby enhancing the work readiness of SMK graduates in facing the demands of employment and entrepreneurship.

Keywords: Learning Management, 4C Soft Skills, 21st Century Skills, STEAM-A, Work Readiness.