

Design & Application of Storyboard in Teaching Characters for Children Aged 6-8 Years

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ABSTRACT

The purpose of writing is to explain the theory teaching of design and application of storyboard. That has not been used in developing the character of children aged 6-8 years, during this time the media used in developing the character of the child is carried out through flannel board media in teaching Indonesian children. A Storyboard is teaching media to design a variety of images in the development of children's characters. Thus making the design a more enjoyable and interesting storyboard. Storyboard design can be used offline that facilitate face to face teaching. Storyboard makes teaching material the form of a slide on the computer. teaching that combines text, images, and multimedia. Which aims to develop character education in early childhood.

Keywords: *Design, Storyboard applications, the motivation of characters*

I. INTRODUCTION

Current information technology is developing very rapidly, especially Multimedia. Multimedia piece of technology as a tool in the teaching process that gives the impression of a pleasant help the teaching process in the recall. Development of instructional media Interactive CD Speaks Courtesy research in support of the application of teaching (Mahyudin, 2018). Show their important multimedia technology which is currently growing very rapidly. Based on these studies as a basis Storyboard Character Design and Application of Early Childhood 6-8 with Corel Draw application development using the procedure according to Brog and Gall (1983).

According to Nurhafizah (2017), human smallpox education is very important in life to survive. This requires knowledge skills and attitudes so that people can adjust themselves family environment, and community circles. Early childhood education is a tremendous influence on child growth because it lays the foundation for development.

Characteristics of children aged 5-8 years was a child during the preoperational, concrete and learn through experience, and with orientation and objectives moment, children like to mention the names of objects that are nearby and define words, children learn through oral language and in this period rapidly growing, children need the structure activities clearer and more specific. Rusdinal, (Mahyuddin, 2016).

In the Law on National Education System No. 20 of 2003 declared that the national education serves to develop the ability and character development as well as the civilization of nations that are useful in the context of the intellectual life of nation, aimed at developing the potential participants of learners in order to become a man of faith, and fear of God Almighty, noble, healthy, knowledgeable Almighty, noble, healthy, knowledgeable, skilled, creative, independent, and become citizens of a democratic and accountable.

According to Wiyani (2013: 16): education character is an effort to educate children so that children

can make decisions wisely and practice it in our daily lives so that they can make a positive contribution to the environment. In character education, there are three important ideas that the process of transformation of values, it is grown in personality, and bean in behavior.

Character education is one of the soft skill abilities, the process guidance to the students to be a fully human character in the dimensions of the heart, thought, body and taste, and imagination, (Fitroh 2015). According to Susanto (Wibowo, 2012: 65), a character is a way of thinking and behaving that is characteristic of each individual to live and work together, both within the family, community, nation, and state. Individuals who are of good character is an individual who can make decisions and are ready to take responsibility for each result of the decisions he made. While character education is moral education plus, namely involving aspects of knowledge (cognitive), feeling (feeling), and action (action).Tanpa these three aspects of character education then will not be effective.

II. DISCUSSION

Media is the messenger technology that can be used for teaching purposes. According to Schramm (Rusman, 2017: 213) the media is no living utilized by teachers in teaching activities, which means that the media was created by a particular party and the teacher stayed with them directly in the teaching activities, as well as media that are naturally available in the environment of advanced study that included the can be directly used.

Rusman (2017: 124) is a technology teaching media messenger that can be used for teaching purposes, instructional media is a physical means to deliver teaching materials. Instructional media and means of communication in print or heard of view including hardware technologies.

According to Sanders (Jogiyanto, 2005: 1), The computer is an electronic system to manipulate data quickly and accurately as well as designed and organized to automatically receive and store input data, process it,

and produce output under the control of step-by-step instructions stored the program in memory. Computer technology can and should be taught from an early age, the development of computer technology will take place more rapidly and requires learners to get to know even able to use the technology in their life activities. (A. Aprilia, A, 2008).

a. The Design

has a structure that allows designers to further explored limited spaces, designers use aesthetic elements to produce a structuring element document design items to be more effective and easier for consumers to understand media. (Mulyanta, 2010: 3).

Design means the processor acts to arrange everything before acting or designing. The design is a design pattern that is the basis for the manufacture of an object. Design is the search for innovation by creating something new products that meet the criteria (or desired conditions) in this case the shape of a purpose. Zainuddin (Sarwono, 2007), a term design is as a result of man's work can serve to solve a community problem and facilitate its work, the design contains a limited understanding on the activities of architects, engineers, and designers of other fields that produce images. The design has a role or a role of communicating information to the reader with a variety of visual power, such as topography, illustration, color, line, layouts and so on with the help of technologi (Supriyono: 2010).

From the above opinion can be concluded that the design is a Katya that can help facilitate in the form of giving information. With the design so that the designer can convey information to the design. So with the design to make it easier for educators to provide information to students in teaching. And shall use technology that can produce a variety of images, clusters, color, and others.

b. Application Storyboard

The StoryBoard is the general design of the application that is arranged sequentially for the sake of the display screen. And equipped with an explanation and specification of each image, display, and text. The storyboard is used for interface design in which parts of the program that relate or interact directly with users, Dimas in Suparni (2013).

The storyboard is a mapping of multimedia elements in every screen multimedia program. The storyboard is a guide for the programmers and designers graphics in building a multimedia project, because in this illustrated storyboard about anything what elements are used in each screen design to be built, Diartono, Firmantoro DKK (2016: 3). In this case, the need for teaching by using the application teaching storyboard in early childhood is an interesting application as well as obeying the times and the use of technology in teaching.

So it can be concluded that the application board story is an application designed to create stories. So it can help teachers to deliver the story in the form of electronic storyboards that are formed in a single application. By using Corel Draw in early childhood teaching is an

interesting application as well as obeying the times and the use of technology in teaching.

c. Motivation to learn

Motivation to learn is the support or activity from the outside and in the cause of activities or directions Study abroad to achieve the desired goals of students. teaching motivation of the students in each teaching activity plays an important role to improve student achievement in certain subjects.

Motivation to learn is an impulse or mental strength to enable human behavior, including teaching behavior. Motivation is important to have the child when the child has had a high motivation to learn the children will be excited to perform each process of teaching. Besides, motivation is also very important in determining some of the students to learn from an activity or some of the many teaching activities of students absorb the information given to them. Learners use higher cognitive processes in teaching the material when children are highly motivated to learn something so that learners will be able to absorb and understand the material well. Aulina, (2018).

From the above opinion can be concluded that the motivation to learn is as the strength of someone who can lead doing a level of willingness in an activity. The goodwill that comes from within the individual itself or from outside individuals. Therefore, teachers need to foster motivation to learn students. To obtain optimum teaching, teachers are required to make students creative intrigued in teaching will be experienced by the student or students who are following the teaching process.

d. Character

According to Susanto (Wibowo, 2012: 65), a character is a way of thinking and behaving that is characteristic of each individual to live and work together, both within the family, community, nation, and state. Individuals who are of good character is an individual who can make decisions and are ready to take responsibility for each result of the decisions he made. While character education is moral education plus, namely involving aspects of knowledge (cognitive), feeling (feeling), and action (action). without these three aspects of character, education then will not be effective.

According to Syarbini (2012: 17): is a character education is a process of internalization or cultivation of positive values to learners so that they have good character (good character) by the values referred to either of religion, culture, and philosophy of the nation.

Education characters form a special characteristic of an entity that determines an individual or other entity. Quality illustrating a character is unique, distinctive, reflecting individual or entity in question, which will always appear consistently in the attitudes and behavior of individuals or entities in the face of every problem. Mahfud (Syarbini, 2012: 19).

From the opinions of experts can be concluded that character education is the nature individual in responding to situations well. Through good behavior,

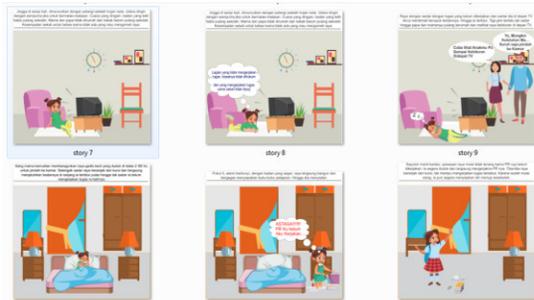
honest, responsible, respect for others and good characters more. So with the character education of children can distinguish between good and bad.

e. Design & Applications Storyboard for Children

Early childhood education is a golden period that is a time for the child and provides knowledge in all forms of teaching including using technologies such as telephone, computer, and more. The computer is used to manage information and deliver information through design storyboards that one contained on the computer. The storyboard is teaching to design a variety of images in the development of children's characters. Thus making a storyboard design more enjoyable at this time and design storyboards can be used offline to facilitate the teaching face to face. Storyboard makes teaching ministers on the slide on the computer to facilitate teaching combines text, images, and multimedia.

Application Story Board has the advantage that: attractive display of applications Story Board helps improve concentration learners to hear researchers in storytelling, helping with the children understand the story that is displayed on the app Story Board, column-column story on the application display Story Board to help increase the interest of learners in listening to the story, giving the child the satisfaction in seeing the story of the pictures to see the story through InFocus emitted.

Story Board applications in addition to having excess. StoryBoard applications have the disadvantage of using the Storyboard for storytelling still use voice indirect Story Board applications still use the voice of the researcher. The use of storytelling Story Board applications can not be directly used by the children in using the picture story. And technically usage Story Board applications using the projector and use electricity and can not be used without electricity.



Picture 1, Design and application storyboard



Picture 2. Design and application storyboard



Picture 3. Design and application storiboard

Technology products that can be used as an innovation in teaching are the computer. Multimedia used in the right direction HAS ALSO succeeded in psychomotor development and strengthening of the visual processing of the intended users.

So it can be concluded that the computer as a teaching medium to facilitate teachers in teaching activities, for teaching more interesting, fun, and achieve optimal teaching objectives.

The benefits of teaching media in the teaching process, as follows: 1). teaching will draw more attention to motivate students to learn. 2). teaching materials will be clearer meaning that they can be understood by the student and enable students to master teaching goals better. 3). The teaching method will be more varied, not solely verbal communication through the narrative of words by teachers, so students do not get bored and teachers do not run out of steam, especially when teachers have to teach for every hour of subjects. 4). Students learn a lot more activities, because not only hearing the teacher, but also other activities such as observe, perform, and demonstrate.

The purpose of the design and storyboarding application of the character is to realize who we are. Characters that will determine how people make decisions, attitude determination character, word, deed someone, so that into a unified identity and personalize against him, so it was easy to distinguish the identity of the other.

III. CONCLUSION

Current information technology is developing very rapidly, especially Multimedia. Multimedia piece of technology as a tool in the teaching process that gives the impression of a pleasant help the teaching process in the recall.

Early childhood education is a golden period that is a time for the child and provides knowledge in all forms of teaching including using technologies such as telephone, computer, and more. The computer is used to manage information and deliver information through design storyboards that one contained on the computer. The storyboard is teaching to design a variety of images in the development of children's characters. Thus making a storyboard design more enjoyable at this time and design storyboards can be used offline to facilitate the teaching face to face. Storyboard makes teaching ministers on the slide on the computer to facilitate teaching combines text, images, and multimedia.

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