

Digital and Manual Art: An Analysis of Student's Perceptions

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ABSTRACT

The development of postmodern technology forms education transformed in multimedia learning. According to the 2019 Fine Arts Education Survey, 52.2% of art teachers want to learn more about teaching digital art effectively. However, only 21.9% of art teachers feel comfortable teaching a digital arts curriculum. So, how is students' perception about that? The research method used a qualitative approach through the distribution of questionnaire by survey. Subject of research is high school students practicing making 2-dimensional artwork using digital media and creating conventional art in art learning. The study result indicates that the rapid development of technology and the habits carried out by students with digital media did not influence the view of the majority of students towards their interest in making art manually. The majority students said that manual art is more able to express ideas freely, and more effective in increasing the art ability, so that this study shows that technological development and intense interaction with digital media do not always affect students' perceptions of digital art. The results of this study suggest that teachers should design learning by taking into account the background and school culture in the application art learning.

Keywords: *Art, Digital, Manual, Perception, Education.*

1. INTRODUCTION

The concept of digital images was first introduced using underground cable systems in the early 20th century [1], but its development is much faster as human creativity is growing, because the use of digital media has proven to be effective for learning activities [2] and improving students' cognitive abilities and skills [3]. Digital media is increasingly being used by students during the covid-19 pandemic, the availability of devices that can access various interesting applications, and intense interaction during the online learning process on art subjects making digital art more popular in the student learning environment. There have been many studies that have examined the field of e-learning [4,5], blended learning [6–8] versus face to face [9], and multimedia in art [10–12]. However, which focuses on analyzing students' perceptions in creating 2-dimensional visual arts manually and digitally does not yet exist. This kind of analysis is needed because students' perceptions about the quality of learning have become an important source of information for teacher professional development [13], so that the results of this study will be able to confirm the ability of teachers to

understand student perceptions as a form of developing a professional attitude.

In previous studies related to digital media in art, many studies have been carried out, for example, research on the scope of digital image media in art education [14]. In the discussion, how the core content of a subject was understood and then compared with the importance of digital media in teaching practice, so that in this study there was a connection in analyzing views in the use of digital media as a medium for making artworks, but in this study only looked at the paradigm of subjects in a school against art subjects. On the study of media and method innovation in art learning in the school [15] has researched to get the proper media and methods as materials for art teachers to be applied in learning activities, but in this research used a literature study which contains concepts about the nature of literature. The use of digital art to influence student's behavior in high school science class [16] studied how digital art was able to influence the attitudes of high school students in learning activities, but not in art learning only in science learning. In the digital art process, namely "making digital art as a representative process" [17] it explained how to create digital art to

represent the process of making digital art. In the use of digital media studied by Harveson, that represented stories made involving young artists in the form of digital art. The influence of digital art on the development of fine art in the fine art world, Indonesia [18] explained how digital art which was very widespread in this technological era affected the way fine art (manual art) artists work in creating works. In fact, the use of electronic equipment for a long period of time, not paying attention to the appropriate procedures in its use, and bad habits in its use will result in various kinds of diseases; Tired eyes, headaches, muscle aches, insomnia, to serious illnesses such as cancer [19–21].

According to the 2019 Fine Arts Education Survey, 52.2% of art teachers want to learn more about teaching digital art effectively. However, only 21.9% of art teachers feel comfortable teaching a digital arts curriculum [22]. Therefore, there is a need for further research to see and farther examine students' perceptions of the use of the two-dimensional artwork techniques between digital and manual to obtain more accurate information to be applied in art learning so that can increase the student's motivation in creating art. So, this study will examine the two-dimensional art, which two-dimensional artwork techniques are the views of the majority of students that can increase their learning motivation during the COVID-19 pandemic. The purpose of this study was to analyze students' perceptions of making art 2-dimensional art manually and digitally in order to help teachers in the field of art education as a consideration in choosing the right teaching materials for students during the covid-19 pandemic and increase student's motivation while learning, especially in creating two-dimensional art.

2. METHODS

An analysis of student perceptions on digital and manual art used a qualitative approach. The target of the study is junior and senior high school students in Indonesia. The selection of these objects was based on the students' abilities and skills to operate digital media in making two-dimensional artworks and have made two-dimensional artworks manually so that they became representations of the characteristics of majority of students. 136 respondents were collected through a survey method with closed and opened questions like a descriptive questionnaire and multiple choice. The sampling period was carried out for one month starting on November 25, 2020 to December 25, 2020. Research instruments were arranged by the google form and questions that required answers to descriptions and analysis of students' information.

3. RESULTS AND DISCUSSION

This study analyzes students' views on the development of various learning media, and affects the development of student learning models. The distribution of questionnaires was conducted using descriptive qualitative technique for one month, it shows that the level of student participation in the study has been collected sample data of 136 students who be ready to give answers to the questions that have been asked. Based the result on the questionnaire distribution, the research data shows that the majority of students are more likely to choose creating two-dimensional art manually than digitally. The percentage of research results is shown in Figure 4.1. In the descriptive analysis of the study, it was found that the majority of students who liked to make works manually gave descriptions of various reasons.

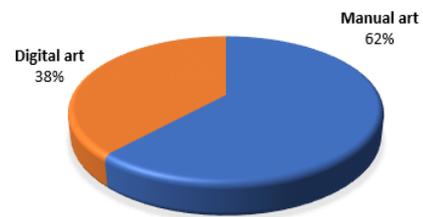


Figure 1 Result of student's perceptions.

The majority of students gave the opinion that making artworks manually can increase their accuracy in making artworks, it is more felt to express feelings to be expressed through manual methods, and it is easier without having to rely on applications. In addition to the reasons for the interest of the majority of the subjects, the description of the analysis also reveals the reasons why the subjects are not interested in digital art during distance learning is "When they used the digital media, they felt less focused because of the many annoying notifications, symptoms of eye pain, and headaches. due to screen radiation. Then, it is not satisfactory because it is not the result of direct scribbling by hand, and must have adequate equipment when making good artworks.

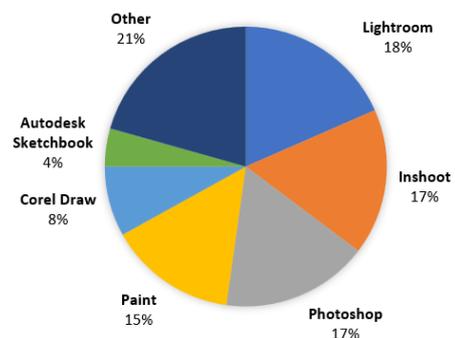


Figure 2 Apps used by students on digital art.

Broadly speaking, the tendency of students to choose digital and manual media during online learning is shown in the following table 1.

Table 1. Student tendencies in digital and manual media learning

Reason	Digital Art	Manual Art
Not Choosing	<ul style="list-style-type: none"> • Requiring apps • Uncomfortable • Lack of focus • Harder 	<ul style="list-style-type: none"> • Because it's complicated • long process • Hard to get in the mood • Because I get bored quickly
Choosing	<ul style="list-style-type: none"> • Hobby • More comfortable • Flexible time • Easier and faster 	<ul style="list-style-type: none"> • Feel more immediate emotion • More comfortable and materials • Can improve mood

Based on the various views of the students above, it was found that manual art became popular in the way students create art which was caused by the artistic soul of students more feeling the presence of the sense itself when making art manually, from the majority of students involved they did not get or they might not feel it during working art with digital media.

This study shows that the influence of interaction with digital media does not fully affect the majority of students on their enjoyment of making art manually, but in previous studies that digital media greatly influences learning in schools "85% of students say that learning mathematics through digital media in the form of games is a fun. This study examines the role of math games on attitudes towards mathematics and students' cognitive performance [23], In line with the use of digital media in the form of games, the research on the perception of elementary school students on 3Dmetric also produced student perceptions that showed a tendency to digital media in understanding geometric shapes [24]. In research Supandi [25], *interactive multimedia in art education (Use of interactive Eco-Color Multimedia) devices in the learning process of Batik courses* founded that the use of digital media could encourage students to produce artworks or art products more effectively. In the research, the application of computers as learning aids for visual art subjects seems to be very beneficial when compared with conventional learning. However, the result of this study shows the opposite results in the distance learning process.

In this study, changes in student perceptions are influenced by 3 things generally, namely through making artwork manually, it will be more felt in expressing the soul of art, the use of digital media results in a lack of focus due to the large number of incoming notifications when the device is being used, symptoms of eye pain and headache, and manual art easier without having to rely on electronic devices. Making art manually can express the soul of art. In the process of making artwork, the expression of the soul does have an effect on the work of art itself, so that in addition to the form of the work produced, it is seen from the artistic value, but it is also necessary to display the aesthetic value. While in digital media (multimedia learning) the factors that arise in developing it are the technical ability factor, the knowledge of aesthetic criteria, and the pedagogic ability [11]. Based on the result of this study, students who chose to work manually ensured that using the two-dimensional manual art technique could increase their motivation to continue to create art and also be enthusiastic about participating in learning during distance learning.

4. CONCLUSION

Learning from home during the COVID-19 pandemic forces students to continue interacting with digital media for a longer period of time than usual. Giving rise to the assumption that digital media will be fun for students in creating artwork during distance learning however the intensity of students using digital media has no effect on the process of creating art. The majority of subjects who respond more tend to manual art. Conventional ways gave a positive effect in rising student's spirit in creating artwork, so that teachers can give an ideal portion to apply this result in learning activity. The concept used was the concept of perception analysis based on the descriptive survey results and has answered how the influence of students' perceptions on the making of art during online learning. In this study only used a survey with descriptive qualitative techniques through the distribution of questionnaires. In consequence, the next study will be continued to study using explanatory method to obtain data directly with data triangulation techniques.

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