

# Video as a Learning Media Saxophone Alto Basic Levels

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## ABSTRACT

Multimedia learning is essential in the world of modern education, with the development of learning technology it can be done anytime and anywhere. The trend of learning using audio video media is the most common choice in this modern world. Students do independent learning, so they have flexible time in learning. The next consideration is how this media is made in order to convey information properly and effectively. In this study, the author will examine the alto saxophone learning video that the author made for music students at the Indonesian education university. In this research, the writer conducts textual analysis with an approach based on Richard E. Mayer 's theory of Cognitive multimedia learning.

**Keywords:** *Video, Learning, Saxophone.*

## 1. INTRODUCTION

Media in learning is an intermediary tool to convey messages from teachers to students so that students can easily understand the material. Gagne [1] defines media as a type of component in the student environment that can stimulate them to learn.

Education and technology develop side by side. The entry of sophisticated technologies based on the progress of the times and human civilization, along with their products that produce mechanical, optical, and electronic devices [2].

One type of learning media based on the main elements contained in it is audio-visual media. According to Hamdani audio-visual media is a combination of audio and visual. Examples of audio-visual media, one of which is video [3].

Audio-visual media are in great demand by the public to be used as learning media, this is because audio-visual media are considered to be studied repeatedly. According to Suprijanto [4] there are several benefits of audio-visual media tools in teaching, including: helping to give the first concept or the right impression, encouraging interest, increasing better understanding, complementing other learning resources, adding variety teaching methods, increase intellectual curiosity, tend to reduce unnecessary speech and repetition of words, make the memory of the lesson

longer, and can provide new concepts from something outside ordinary experience.

In the current digital era, saxophone learning is not only done conventionally. Audio-visual media is an alternative media to facilitate the learning process. However, in fact, the weakness of audio-visual media "is not able to display the details of the object that is presented perfectly" [5].

In this research, the author will focus on finding the advantages and disadvantages of the basic alto saxophone learning video based on the theory created by Richard E Mayer, an American psychologist who has made a major contribution to cognitive learning. The theory that the author uses is his theory of cognitive learning in his book *Multimedia Learning*.

Richard E Mayer in his book 'Multimedia Learning' gives 3 important things to consider in this aspect, namely: Dual Channel, Limited Capacity, and Active Processing. these three things are in the corridor of Cognitive learning. In the next explanation we will find many things about cognitive , about how the brain works and the thinking process by the human brain.

Dual channel is the way the human brain processes and absorbs and processes information, the human brain has 2 channels (channels) to process information, namely Auditory (sound) channel and Visual (image) channel. The general statement in the multimedia world

is that humans are better at receiving information when faced with pictures and words than just one medium. But just creating media as it is without certain planning will not have an effective effect.

The two paths that have been described have their respective limits on every human being, just imagine a water hose that is forced to accept pressure and a volume of water that is too heavy and will suffer a lot of damage. Each line has a certain capacity at a certain time. Mayer in this case also discusses that there are three types of memory storage in humans, namely Sensory which receives a stimulus and stores memory in a short time. Working in this stage the mind works actively to digest information and create structures in our brain that produce memory in the medium term, and long-term as the final stage when all information has been digested and processed and then stored and can be remembered in the long term which usually can be called knowledge. Mayer states that learning using multimedia will not be digested as words, pictures, or sounds only as beautiful pictures. Our brain will sort the data and process it as a structured construction in our mind.

Active processing, Mayer stated that when the basic understanding above has been understood it is very important for us to understand the important role of the learning process (Learning). Active Processing in this case means that the human brain is important for learning to actively digest new information when it is integrated with previously owned knowledge. The level of effectiveness of this learning process also depends on testing the content to be presented and trying out demonstrations of media delivery.

## **2. RESEARCH METHODS**

This research uses qualitative method with textual analysis approach. Alan Mckee in his book *Textual Analysis for beginners* states "Textual analysis is a way for researches to gather information about how other human beings make sense of the world. It is a methodology – a data gathering process" [3]. Textual analysis is a method for extracting information about how humans understand the things they receive. The object of this research is a learning video about learning Alto Saxophone at the basic level. Through this analysis, the author will examine the important points and advantages of the media and associate these values with Mayer's view on his theory.

## **3. RESULTS AND DISCUSSION**

This video tutorial shows the concept of major scales and their minor relations theoretically. The scales displayed are the C Major scale and its minor relation, G Major (one #) and its minor relation, and F Major (one) and its minor relation.

The video tutorial demonstrates how to practice fingering. In order to obtain a good fingering technique, the distance between the finger and the pad must be kept close. This is done in order to obtain optimal fingering speed. The tutorial is shown by practicing the C major scales: C - D - E - F - G - A - B - C and its minor relation: A - B - C - D - E - F - G - A. Each note is shown its fingering technique.

In this video, additional visual media is shown to support the explanation video, namely by inserting a chart in the form of a circle chart with a C Major field filled in. Every time this media appears, the background video containing the image of the material provider becomes a little darker so that the focus is more on the chart circle c major image.

After the research the author did, several important things were found in the advantages of this video. Among them are:

1. Structured video narration explanation flow with two parts explanation. Before the fingering material is presented, the material on the C major scale is given first. This is related to Mayer's statement about finite space, that the human brain has limitations in storing and processing information at a certain time. Separating these two explanations helps viewers digest the information better. Alto saxophone itself is a transposal musical instrument understanding this concept needs to be understood first before doing fingering practice. In addition, the explanation of fingering positions by emphasizing the patterns provides a more organized cognitive understanding that can stimulate motor movements better and more effectively.
2. Providing additional media in the form of visual charts to provide additional explanations. This is related to Mayer's theory of Dual Channel. That the human brain can absorb information better when words are also added with visual explanations. The important point in this video is that the application of this concept is done well. Often other media add excessive visuals which can become a distraction so that information is not conveyed properly. The selection of a lighter chart color gradation and a darker background is intended to give focus to the chart. It's this little thing that is often forgotten about focus sharing and media placement in videos.
3. At the end of the video there is an interactive activity that is carried out, namely inviting the audience to return to review and practice together doing fingering on the alto saxophone instrument. This section deals with Mayer's

statement about Active Learning. That the brain when receiving information will carry out the process of digesting by sorting and connecting new information with information that is already known, this information is processed and becomes knowledge that is stored for a longer duration. To assist the process of forming these knowledge motor activities to aid cognitive stimulation are a good choice. Abstract information that is formed in the brain when practiced directly provides better understanding activities.

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