# SUNDANESE Flute Learning Multimedia Planning in Vocational High School

Hari Rizky Nikmatillah[1,*] Yudi Sukmayadi[1]

[1] *Universitas Pendidikan Indonesia, Bandung, Indonesia*
*Corresponding author. Email: haririzky16@gmail.com*

**ABSTRACT**

This study describes the making of flute learning multimedia in Vocational of Education. Because during this Covid-19 period, students are required to study remotely (at home). Therefore, so that practicum learning materials can still be conveyed and reached by students, educators create flute applications that can be accessed by students anywhere via Android. The method used is a qualitative descriptive approach. The results of this learning are students memorize, remember and practice learning outcomes by playing the flute, besides this application provides a sound experience for students even though they are studying at home.

*Keywords: Sundanese flute application, Android.*

## 1. INTRODUCTION

Although currently the teaching and learning process is still far away, the material must still be conveyed as well as possible, especially practical material.

In certain cultural arts subjects, not only theory is learned, but also practice. Therefore, educators in the field of cultural arts must facilitate in the form of learning media in accordance with the current learning process. "Permendikbud No. 109/2013 (Article 2), PJJ (distance learning) aims to provide higher education services to community groups who cannot attend face-to-face education, and to expand access and ease of higher education services in learning."

Therefore, in this study, we will discuss the multimedia application of Sundanese flute learning in Vocational Schools to make it easier for students to take part in cultural arts learning on the material of playing a flute musical instrument.

## 2. DISCUSSION

This research is a design to create an android-based learning media. To be an alternative media for safe learning process. Due to the current conditions and circumstances that force distance learning, the rules are not to gather to gather, so students' study at their respective homes. The Minister of Education and Culture (Mendikbud) Nadiem Anwar Makarim issued Circular Letter Number 4 of 2020 concerning the

Implementation of Education in the Coronavirus Disease (Covid-19) Emergency Period [1]. Therefore, innovations emerged to design android-based learning media, as follows:

### 2.1. Intro

The main page or intro contains an explanation of the material to be taught, namely playing the flute. After the initial presentation, a flute animation and the title of the learning media will appear, there is an animated flute to enter the main menu page.

The animation on the first slide really caught the students' attention and they were eager to follow along. According to Prawiradilaga there are several aspects that affect innovation, namely novelty, reinvention, uniqueness, relative merit, appropriate, complex, can be tested and observed. Innovation is also a different invention of that which already exists or is known beforehand in relation to an idea, method, or product.

### 2.2. Main Menu

#### 2.2.1. Menu Waditra Flute

In this waditra menu, when clicked, a choice of three barrels will appear on the Flute, including:

- Flute Barrel Degung/pelog

- Madenda's Barrel Flute

- Salendro's Barrel Flute

This choice makes it very easy for students to recognize the 3 barrels along with the names of the barrels above and learn them, students can also distinguish between the three barrels. After one waditra is selected, a selection of song material will appear again:

- Sabilulungan

- Es Lilin

Provide a sound experience to students, when choosing one of the songs above, the melody of the selected song will appear.

### 2.2.2. Training Menu

The practice menu contains someone playing the flute with the song material above to guide students to practice. Students can easily imitate and learn the melody of the chosen song, because apart from the sound, there is a visual of how to close the flute hole with the melody of the song according to the song.

According to Nova Prasetyo in the Ministry of Education and Culture, research, and technology, "Good media must be effective and efficient, effective means that the media is able to transfer material quickly so that students' understanding after seeing the media increases and is efficient, meaning that the media is simple and can be used easily" [2].

### 2.2.3. Exit Menu

### 2.3. Content Planning

### 2.3.1. Videos

Video is an explanatory part in an application, the role of video is also very important. Because with video, what is conveyed is easy to understand without having to come into direct contact with the original object. Can be heard, seen, and felt [3].

### 2.3.2. Text

Used to explain the meaning of pictures and videos, also useful as information. This interactive multimedia application uses Indonesian text entirely. This is very making it easier for students to understand and help when something is not heard or does not understand.

### 2.3.3. Voice

Sound is used to support the audio system in addition to visualization. Sound is used for display, accompaniment video, accompaniment button, when clicked, and so on.

### 2.3.4. Image

Image component is required to support visualization. Images are used for backgrounds, buttons and so on.

### 2.3.5. Animation

The role of animation is very important in applications that are made because it can attract students' interest to follow the subject matter, especially in arts and culture subjects and skills.

Characteristics of learning media that can be seen, heard, and felt according to Cheppy Riyana [4] to produce a process learning that can improve motivation and effectiveness of users so that it is easy to understand.

## 3. CONCLUSION

The design of the flute musical instrument media through an Android-based mobile apps application needs to be developed to support cultural arts learning activities in schools as an alternative media for learning the arts and culture of flute practice in distance learning. This learning media is adapted to the learning needs of students and is easy to use, also attractive to students and has similarities with the original product. It is hoped that this alternative media can help students to know and understand the practice of playing the flute traditional musical instrument as well as providing students with sound experience.

## REFERENCES

[1] Nadiem Anwar Makarim 2020 Jakarta, Kemendikbud --- Menteri Pendidikan dan Kebudayaan (Mendikbud) menerbitkan Surat Edaran Nomor 4 Tahun 2020.

[2] Mendikbud, Mendikbud Ungkap Teknologi tidak gantikan guru [Online]. Accessed on April2020. https://gtk.kemdikbud.

[3] C. Riyana, Pedoman pengembangan media video. Jakarta: P3ai Upi, 2654-2552, 2007.

[4] R.T. Oktaviani, Administrasi Umum Perpustakaan Nasional RI 2020 Pemanfaatan Video sebagai Media Pembelajaran dalam Pendidikan dan Pelatihan (Diklat), 2020.