



Best Practice for Making VINOV with the Theme of C Major Guitar Using PowerPoint

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Abstract. This paper discusses the author's best experiences or best practices in making educational video games based on visual novels, or what is called VINOV with C Major guitar tones. A game that relies on text diction/narration accompanied by visuals that are packaged in an attractive way. Broadly speaking, the design for making VINOV includes determining problem identification, looking for references, software maker (Microsoft PowerPoint), concept synopsis, depiction of characters and background images, features and material, storyline, format, and video games used. The purpose of making VINOV is as a guitar education game aimed specifically at some self-taught guitarists in Indonesia who don't yet understand the guitar tonality system, to provide an understanding of the C major guitar tonality system by arousing literacy interest through VINOV. Understanding that can help him develop creativity in his guitar playing. The reason behind VINOV's creation is due to the guitar learning method that he has used so far to focus more on practical aspects by relying on intuitive motor imitations based on guitar cover-tutorial YouTube video content. Which made it difficult to develop his guitar playing. Going forward, the effectiveness of the finished VINOV will be tested on participants who are self-taught guitar players who do not yet understand the guitar tonal system. The results of this trial will later be used as a reference for theses, papers, and development of VINOV in the future.

Keywords: Visual Novel · VINOV · C Major Tonality · Educational Games · Best Practice · Guitar · Self-Taught

1 Introduction

The lack of interest in literacy in Indonesia makes most Indonesian people less familiar with matters related to reading, textual and material. This will have an impact on all aspects of community activities, one of which is the activity of learning to play the guitar, with a phenomenon that is often encountered, namely, some guitarists who are self-taught in learning guitar are more interested in learning guitar by practicing imitation of YouTube videos containing guitar covers and guitar tutorials from the works of existing works without being offset by learning guitar theory. From some of the confessions that the author has received, the problem factor is none other than because learning guitar in

practice is more fun than learning guitar theory which tends to be difficult and boring. To be able to master the theory requires persistence, patience, and repeated practice which often results in boredom. So, in the end they will rely on their guessing ability based on their intuitive motor skills to get the tone when looking for the melody or chord they are referring to. This way of learning is actually not efficient, because it will be difficult for him to develop his musical creativity in playing the guitar.

Knowing this problem, the authors took the initiative to present a visual novel-based guitar educational game product, or called VINOVA, which features a C major guitar tonality system with attractive packaging, starting from the use of diction, audio, to visuals. The format used is an offline Android application, which is the result of PowerPoint presentation files. So that it can be played without having to be connected to the internet. Even so, VINOVA products still need further development. The author's experiences in making VINOVA are poured into this best practice-based paper.

The goal of making VINOVA was encouraged after the authors read the results of several research journals that discussed the effectiveness and success of visual novel educational games on increasing student interest, motivation, and learning outcomes in various fields of study, the art of music studies being one of the exceptions [1–4]. As a result, students' motivation and learning outcomes increase, with the reason that the use of visual novels in learning is considered interesting and fun. However, throughout the search so far, the author has not found this kind of research which is implied in the field of music studies.

The results and conclusions of this paper will later become a reference and follow-up section for the author's next thesis and paper, which discusses the efficiency of the VINOVA trial aimed at participants who are self-taught guitar players who do not yet understand the guitar tonality system.

2 Literature Review

2.1 Autodidactic

Self-directed or autodidactic learning or self-taught someone has the freedom to plan and determine their own learning objectives [5]. One of the self-taught learning activities that are in great demand by the wider community is the self-taught guitar learning activity, or the person is referred to as a self-taught or self-taught guitar player.

2.2 Guitar

The guitar is a musical instrument that is in great demand by most people around the world. Historically, the guitar is one of the most popular types of musical instruments by the public. The word guitar was originally taken from one of the ancient musical instruments known as the *sehtar* in the region around Persia in about 1500 BC. Then developed into various types of ancient guitar models known as Tanbur. In 300 BC the Persian kiln was developed by the Greeks and six centuries later by the Romans [6]. According to Banoë [7], the guitar is a stringed instrument, frets in various forms and modifications. The model that is popular now is the Spanish model, the classical

guitar. Then this model was developed and used in the next guitar revolution, namely the acoustic guitar and electric guitar, the types of guitars that are often used by self-taught guitarists.

2.3 Educational Games

Educational games are intended to attract user interest when used as a means of overcoming student boredom and boredom in the learning process [8]. One type *game* that has recently been popularized by educators in Indonesia with various backgrounds is “visual novels”.

2.4 Visual Novel

Visual novel is a genre of a video game that focuses on narrative text dialogue play. Visual novel is a type or genre of game that usually displays stories in digital form in the form of images, videos, dialogue texts, character voices and sound effects that exist to support the atmosphere of the story, and actions that can affect the storyline [9]. Visual novels are games in which there are multimedia elements such as text, images, sound, and video, and give players the opportunity to choose various options in the game. The existence of text elements with various choices that can be selected by the user makes the visual novel an interactive game. Visual novels are also classified under interactive games. According to Lebowitz & Klug [10], visual novels can also be said as interactive stories that are able to provide feedback to users even though they are only narrative choices or multiple-choice decisions that have a major impact on the direction of the story. As well as being the main uniqueness of the visual novel. Lebowitz & Klug [10], visual novels can also be said as interactive stories that are able to provide feedback to users even though they are only narrative choices or multiple-choice decisions that have a major impact on the direction of the story. As well as being the main uniqueness of the visual novel.

2.5 Tonality System Tonality

Tonality is the basic principal substance in music. Tonality is the substance of identifying certain scales based on the recognition of the basic tone (tonal or tonic) in a song [7]. Tonality is like a concept map in music. Understanding the tone system will help someone to learn and deepen musically. The type of system that is often used in almost all institutions and music course institutions for beginning to learn the tonal system is the C major tonality system, because it is considered the easiest.

3 Best Practice for Making VINO

The author’s stages in making VINO are described through *best practices* in this paper. In paraphrase it states, *best practice* is a written work that tells the best experience in solving a problem faced by teachers, school principals, school supervisors, and education staff so that they can improve the quality of education and learning services in schools [11]. The systematics of writing depends on the background or experience of the author. The stages of *best practice* for making VINO externally are as follows:

3.1 Identifying Problems and Determining the Title

Creation of VINOV was the phenomenon of some self-taught guitar players who did not understand the tone system on the guitar. According to the acknowledgment that the writer got, learning guitar in practice is more fun than learning theory because it tends to be difficult and boring. Moreover, learning the theory is closely related to literacy matters. These factors make it difficult for them to develop their guitar music skills.

3.2 Finding References

This stage is the stage for the author to find references for making VINOV. Various references that the author uses include: (1) literature studies of articles and journals that discuss the creation and implications of visual novel trials in learning activities; and (2) playing several Android and PC (personal computer games) visual novel video games. The stages of *best practice* for making VINOV internally are as follows:

- Software Maker (PowerPoint)
- Create a Synopsis Concept
- Depictions of Characters & Backgrounds
- Determining VINOV Material Content The
- Determine the VINOV Game
- Determining Features
- Series of Storylines (involving finite state machines)

is part of the hyperlink as the destiny navigator from the visual novel, VINOV.

4 Results

Results can be operated like visual novels in general. It's just that, now, VINOV can only be played without any element of reciprocal evaluation of the player's level of understanding in the form of a numerical score. In the future, the evaluation elements for these numerical scores will be included in the VINOV thesis product of the author.

5 Conclusion

Based on *best practice*, the creation of an educational game based on a visual novel-VINOV with the C major tonality system as the material can be made using *software* called Microsoft PowerPoint. In making it, there are things that need to be considered, including: 1) the published narrative text must contain short, clear, and concise dictions to make it easier and increase the attractiveness and interest of participants/users; 2) an explanation of the material on the C Major guitar tone system in the form of a virtual guitar instrument must be accompanied by interesting illustrations, symbols and audio so that it becomes interesting and can be understood by participants/players; and 3) the use of finite state machines (FSM) and hyperlinks must be arranged in a straightforward, interesting, and meaningful way so that participants/players can gain new impressions and experiences related to the knowledge and practice of the C major chord on their guitar. In future thesis assignments, the finished VINOV will be further developed and then tested on self-taught guitar players who don't yet understand the C Major tone system. This is to find out how effective this VINOV is.

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