



# Utilization of Animakers as a Scale Learning Medium

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**Abstract.** This article aims to see the effectiveness of using the development of digital teaching materials assisted by the Animaker application. In the face of this pandemic era. The use of technology plays an important role in learning. During the pandemic, conditions changed in carrying out learning activities, one of which was online learning. Utilization of technology in the form of learning videos using animaker software can facilitate the delivery of material, has its own charm because it uses animation and can make it easier for students to understand the material. Animaker is an application that can create motion with sound that gives the impression of learning material that is more interesting. This research uses a development method, it is intended to produce products in the form of digital teaching materials with the ADDIE development model. Media use has a good use value because the media is flexible and suitable to be used as a tool in learning.

**Keywords:** Animakers · Learning Willingness · SBDP Learning

## 1 Introduction

The Minister of Education and Culture (Mendikbud) Nadiem Makarim, has several changes in the education system in Indonesia, especially in the era of the Covid-19 pandemic. One of these changes is the implementation of learning which is carried out online. This change was implemented with the aim of minimizing the spread of Covid-19 in Indonesia. To get around the inconduciveness in situations like this, online mrtode can be used as an alternative in the implementation of learning. Kemendikbud (2019) The Ministry of Education and Culture revealed that online methods can overcome problems that occur during the pandemic. This change has certainly become a step by the government to continue to improve the quality of education even with limited circumstances.

Education is one of the sectors that get challenges in the advancement of information technology that needs to be welcomed better, the world of education is a central point in the development of quality human resources, for this reason, the education sector is required to run and develop in accordance with existing conditions. The adjustment is intended so that every educator must be adaptive to the increasingly rapid flow of technology, so that human resources who are prepared from an early age can face challenges that have never been experienced before. Preparation in facing these challenges,

of course, teachers need to improve personal competencies that will be collaborated with the ability to manage information technology-based teaching materials. In addition, to adjust to changes in the way of working in the technological era, it is necessary to optimize the teaching materials used during the educational process. So that teachers who have special competencies such as creativity, critical thinking, and meta cognitives will easily operate technology-based learning in the 21st Century [1].

Teaching materials are one of the important tools when the teacher gives material because teaching materials are intended as something that can be used to get message feedback from the sender to the recipient of the message. So that the existence of teaching materials can stimulate the thoughts, feelings, interests and attention of students so that the teaching and learning process occurs. The use of teaching materials is as material that serves to assist educators in carrying out the learning process in the classroom. The material in question can be both written and unwritten material. In another context, teaching materials will intersect with learning media that should have a function as a tool for teaching and learning activities that also affect, motivation, conditions, and the learning environment [2]. Even in certain cases, learning media can provide protection when students have to learn harmful material such as fire or rivers.

Learning during a pandemic and the development of the times like this cannot be separated from the role of Information Technology which is able to facilitate the learning process [3]. The adjustment is intended so that every educator must be adaptive to the increasingly rapid flow of technology, so that human resources who are prepared from an early age can face challenges that have never been experienced before.

Media is a physical means that has content in the form of messages or information or a means to convey messages [4], one type of learning media is interactive video media. According to Arsyad, interactive video is a system of delivering teaching material in which the material is packaged in the form of a video and presented with computer control to students who not only hear sound or see videos, but also there is an active response, and that response determines the sequencing of presentation [5].

The use of technology in the form of learning video media can make it easier for students to understand the material being taught even though they are not learning in the classroom. Current technology-based teaching materials are quite diverse by bringing up visuals, images, videos, and animations that are intended to convey learning messages to students. Explained that students prefer the delivery of material by presenting images and videos rather than oral delivery [6]. Video-assisted teaching materials have the advantage of conveying information that can display visualizations of existing realities.

The media that can be used to make learning videos is the Animaker application. Animaker is one of the innovations that can be used as an alternative to learning media. The application is easier to make and apply by educators, which is easily available on the internet page. Animaker is one of the applications that can create complete movements with voices and transitions so as to give the impression of learning materials that attract more attention Using the Animaker application during teaching and learning activities to students will make it more interactive and interesting. - The use of application technology that visualizes animation in the field of education is one of the efforts to present a virtual environment in the recognition of objects that are not yet possible to be dirkan a in the classroom of music with material other.

## 2 Methods

This research uses a development method, it is intended to produce products in the form of digital teaching materials with the ADDIE development model. Based on opinions Dick & Carey consists of five stages, namely: Analysis, Design, Develop, Implementation, and Evaluation [7]. Analyze. This stage is the process of studying teaching materials that have been used and then to be developed into new products. In addition, this analysis activity is related to identifying teaching materials that are in accordance with the targets of students, learning objectives and the content of the material in the teaching materials. Design At the design stage, researchers have made an initial product or product design that is adjusted to the analysis at the previous stage. Develop, at this stage, material content is compiled, animation recordings based on predetermined designs and validated by experts and developed testing is carried out. Expert validation is used as a suggestion for improvement of the product design that has been prepared. Implementation At this stage, the activity carried out is validation testing. At the validation testing stage, products that have been revised at the development stage (develop) are then implemented on the real target in the large scale. The results of the implementation in the scope of development will be used as a basis for the implementation of the Evaluation evaluation stage when the implementation stage is carried out to measure the achievement of goals. This measurement is carried out to find out the use value of the effectiveness of the product developed after the product has been implemented.

## 3 Results and Discussion

### 3.1 MSale Video Availability

In line with learning in the era of the Covid-19 pandemic, the government applies an online learning method or a method that takes place online. This policy is carried out to minimize the spread of Covid in Indonesia. Therefore, the use of interactive video media scales in learning can be an alternative to be used as a tool in learning. This interactive video media is designed in accordance with the characteristics of elementary school students, the preparation of material in accordance with the theme of learning, KI, KD, indicators and characteristics of students.

The material chosen in this study was learning SBdP Class V Theme 2, Subtheme 2, Learning 2 with scale material. The scale material in this study has the following basic competencies and indicators: Basic Competencies 3.2 Understanding Scales 4.2 Singing songs in various scales with their musical accompaniment Indicators 3.2.1 Interpreting scales with own language 3.2.2 Explaining major scales and minor scales 3.2.3 Distinguishing major scales and minor scales 4.2.1 Singing two songs with different scales As for the selection of scale material in the base on the basis of the results of the researcher's observation during the learning process. In the scale material, students have difficulty understanding the material because of the use of sentences that are difficult to understand [8]. Therefore, this medium is used by adjusting the material to the characteristics of students [9].

This media has been developed as optimized as possible so that it can accommodate the learning styles of students. Interactive video media of scale material can make it easier

for students to understand the material and is able to increase student learning motivation. Learning media can clarify the presentation of messages and information so that it can facilitate and improve the learning outcome process. Interactive video media for learning SBdP scale material in accordance with the material taught, practical for use by teachers and students, and media suitable for use in learning. This media also uses elements of children's songs as backgrounds and children's songs are used in singing practice activities. The selection of children's songs is based on the positive impact in children's songs that teach about an act of manners that can affect the mind, soul, and body of students. The interactive video media of this scale material uses children's songs that have been arranged in advance to be different from the original and more varied. Therefore, interactive video media learning SBdP scale material through children's songs for grade V elementary school is suitable for use in learning. The application of interactive video media in learning has several advantages in the form of minimal physical contact that occurs, the practicality of learning carried out, making it easier for teachers and students in teaching and learning activities, can be used continuously without any time limit, and can complement the availability of learning media in schools. The use of media can be adjusted to the needs and conditions of learning both online and offline. However, the use of media online or offline does not reduce the use value of media because media is flexible and suitable for use as a tool in learning.

## 4 Conclusion

Based on the results and discussion, it can be concluded that interactive video media can be applied in learning in the pandemic era. This interactive video media has been adjusted to the characteristics of students and learning conditions in the pandemic era. The content of the video is also complemented by appeals related to Covid-19 and scale material presented complete with examples and practice activities of singing using children's songs. Interactive video media in learning in the pandemic era has several advantages that can be used to improve the quality of education. To be able to increase the use of interactive video media during learning in the pandemic era, the next step is the need for socialization related to the application of interactive media during learning in the pandemic. Thus, the application of interactive video media needs to be integrated in learning practices carried out during the Era of the Covid-19 pandemic.

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