



Learning Ensemble Music Through Android Apps

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Abstract. Playing music ensemble create happiness atmosphere. Furthermore, it contributes to the development of student's self-responsibility, discipline, honesty, and harmony of feeling, thought, and action. Unfortunately a lot of school don't have musical instruments. The aims of this article is to describe the process of learning music ensemble using four musical apps instruments from Vraious Colb Company. Research method is descriptive qualitative. Participant in this research are five students from grade XII in SMAN 1 Pangkalpinang Bangka Belitung. Observation, and interview were conducted in order to collect data related to the process, respond of the students and their music skill improvement. The result explained that learning music ensemble thorough android application motivate students to learn, helps them to play music. Actually they were learning happiness.

Keywords: Android Apps Media · Musical Ensemble · Learning Music

1 Introduction

Android makes it feasible to utilize it a variety of uses, including music applications that can be used in replacement of musical instruments in schools. As according to because Android undoubtedly the most widely operating system on tablets and smartphones. One solution to making job easier, especially during learning, is this technology [1].

Its value of communications technologies today has expanded because of the numerous need for fast and correct transfer of information. Today growing communication systems is made it possible for individuals to communicate with each other without having to think about time, place, or other limitations. The smartphones is a type of communications technology that integrates a number of the features of other communications systems. Smartphone are mobile devices with more unique technologies, like greater resolution, additional apps, and sometimes even made computer with a smartphone operating system [2].

A smartphone is an impact of digital phone possessing features and functionality that are similar to that of a computers. That mass population has now become substantially more familiar with the smartphones, also referred as the portable phone. As a working telephon which recruits an unsteady computer system for app developers, smartphones become more common among some of the general public, especially because Smartphone was tried to introduce. Smartphone changes a telephon's original purpose as a

methods of text and voice communication into the a smartphone to additional features using a combination of phones and the internet.

Android is “a Linux-based mobile device operating system with an operating system, middleware, and applications,” according to Android is “a Linux-based operating system that is used for cellular phones (mobile), such as smart phones (smartphones) and tablet computers (Pdas) [3].

As a solution, Android can be loaded especially on smartphones which use wireless communications, like smartphones, PDAs (Personal Digital Assistants), or other smart applications. As a result that Android is a type of open source code that can be used for freely and created by the other programmers, there seem to be a lot of apps that are based on Android, according the features that have been created by the programmer.

Arts students’ learning in schools is connected with art learning because factor that supports to be creative in making learning materials. A lot of issues are discussed with the teacher during highly qualified instruction, but really the top one is how to implement the curriculum for each class in a systematic way so that the material is easily received and protected from of the silliness of “verbalisme.” The lecture method of teaching is supposed to be incompatible with special education, especially music, which needs hands-on learning because of the development of technology in the media [4].

Including a study of art, students actually really wish to learn about music or even the fine arts. They think that what they will learn will be important. In reality, just 40% of these subjects are used, though 60% are.

Four factors of media—audio, visual, audio-visual, and interactive media be used to describe technological media. As an outcome, the grouping of media can also be based on the extent of the subjects covered or the learning activities people require. According to media in the form of mass media, individual media, and group media all can be used for a learning process [5].

It is very possible that the development of android technology as a learning medium. The introduction of musical instrument applications on smartphones opened up opportunities for class discussion. If you won’t have access to a musical instrument at home or at school, there is now technology that can be used to play an ensemble. Students can learn how digital technology can be personalized to learn even while working on making music by using Android apps to play musical ensembles. Agus, Dwi, and Diatrono.

An ensembles is a group of music It’s possible to accept playing music in an ensemble as playing music together by Subagio. One of the major benefits of the Ansamble game is that it improves collaboration and harmony between students. According the findings to the research [6]. Students’ self-centered attitudes begin to decrease after learning to play music in an ensemble, this is due to the form of cooperation between students and students or teachers and students. Just be replaced by an attitude of cooperating as a teamwork. Ensembles can also enable students learn ready to live in a diverse society. Because ensembles are a means for learning and also the development of personality and character, ensemble knowledge means cooperative learning, empathy and adjustment, talent development, and respect [7].

This article will analyse the author’s experience using various Kolb Company musical instrument apps to learn musical ensembles. The article’s discussion is divided into two parts. The features of the music instrument application will be discussed in the first

part, and the ensemble learning process using the Android music instrument app will be discussed in the second part.

2 Methods

Methods Section The research process carried out various design activities including surveys, interviews and evaluation processes. This design is used so that the target to be achieved can be carried out properly. As for the initial stages of the researcher conducting a direct survey of the subjects studied, the survey was carried out using an interview process. One of them, the researcher interacted and asked directly to some of the students who were sampled. The questions asked are related to ensembles, the form of game patterns, and related to ensemble technology knowledge using android as an instrument, and to analyze the extent to which students know about ensembles. In the final stage, the researcher evaluates students who still don't know how to play ensemble, both in terms of the use of technology and directly with musical instruments.

Object that is carried out by researchers that is natural or an object that develops as it is, is not manipulated by researchers. Usually, these characteristics are found in qualitative research and are mentioned in several sections. First, qualitative research is descriptive. Data in the form of words or pictures so it doesn't emphasize numbers. Second, qualitative research places more emphasis on processes than products or outcomes. Third, do an inductive analysis. The four qualitative studies emphasize meaning (data behind what is observed).

Based on the statement above, the researchers focused more on a qualitative research approach. This research approach is due to the emphasis on aspects of understanding the instrument process with the Android application. Strengthening the research stages is described in the column below (Fig. 1).

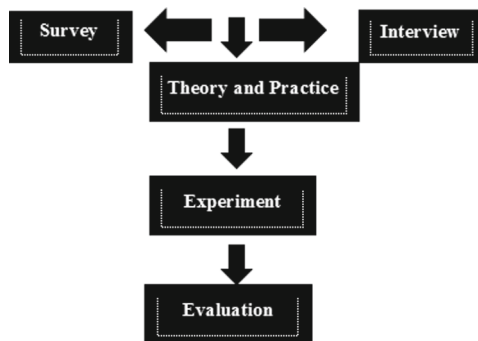


Fig. 1. Research design.

3 Result

3.1 Maturation of Ideas

The plan is to create the ensemble concept, starting with working out the musical instruments can be used in the Android app. Because they are interested in and interested to know about Android game apps, the choice of instruments is important. The selected instruments are (real drum, real bass, real guitar, real piano). Students were then given the concept to select a song that demonstrated your passion for the country after select their instrument. Students will be able to understand a few of the effects of character education because to the theme song [8].

3.2 Android Applications with Ensemble Learning and Musical Instrument Design

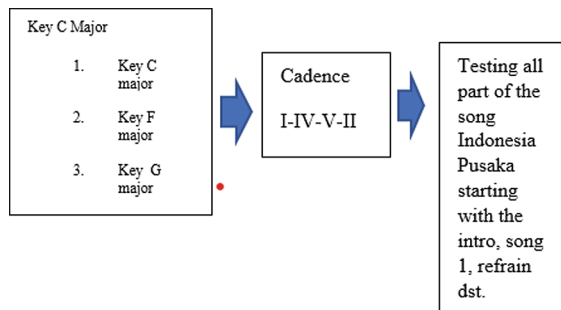
Concept Design for the ENSEMBLE's Musical. Applications from the Kolb company, that included real drums, real bass, real guitar, and real piano, are used in the process of creating musical ensemble learning. On any Android smartphone, this application can be downloaded as much as the phone's storage is at least 2 GB in size and not full.

Concept Design for the ENSEMBLE's Musical.

- 1 Start preparing by installing the chosen music application from the Kolb Company by typing relevant keywords on the Google Playstore (real drum, real bass, real guitar, real piano).
- 2 Teaching each instrument to the students (one at a session, according to the type of music to be played).
- 3 Each student tries to understand the sound and how to use the program. Students respond to the features of the android functions in this subject great passion and a top level of sensitivity. Among them are their very joyful smiles, their answers to queries about fascinating aspects of this program, and the questions that students ask out of real interest in this application.
- 4 The teacher offers a song they have previously done. The song "Indonesia Pusaka" in the keys of C major is the student's choices. The problems kids confront are numerous. The problem is firstly discovered by keyboard players who are not familiar with playing chords or melodies with the hands, and it is discovered later on drum, bass, and guitar instruments.
- 5 Plying with the teacher for practice.
 - Students imitate the teacher's music or vocal performances, according on the instrument they are in responsibility for. As just an illustration, whenever a teacher plays a melody on the keyboard for keyboard players, the students watch and repeat. The same is true for guitar, bass, and drums.
 - The drum, bass, piano/keyboard, and guitar players are the first to be taught. Drums: Students imitate basic patterns in the 4/4 time bar accompaniment pattern to basic pop drum accompaniment and learn the drum fill-in process; next, the teacher

Table 1. Concepts and stages of learning.

No	Teacher	Student
1	The teacher demonstrates basic drumming techniques	Students imitate the basic pattern of drumming
2	The teacher makes and demonstrates making fill-in drum patterns at the beginning of the song and the chorus	Students imitate the drum material that has been delivered
3	the teacher plays the basic chords of C major, F major and D major following the basic drum pattern	Students try to imitate and try on the android application
4	The teacher demonstrates the arrangement of C major, F major, G major guitar chords and plays imitating the melody	Students imitate and try on the android application
5	The teacher demonstrates how to make chords on the piano on the android application	Students try to imitate and try on android applications

**Fig. 2.** Experimental.

guides the bass player by following the pattern on the kick drum and supporting the keyboard demo, which is used as an example of melodic technique in bass playing; for guitar, the teacher presents accompaniment as students learn how to make chords and play the melody in compliance with the demo taught; and finally, the piano teacher (Table 1 and Fig. 2).

3.3 Operating System for Android

Android is an open-source, Linux-based operating system specifically created for touch-screen mobile devices such as smartphones and tablet computers. Android, Inc. First produced the operating system with financial assistance from Google, which later picked up the company in 2005. In conjunction with the development of the Open Handset Alliance,

a group of hardware, software, and communications organizations committed to developing open standards for mobile devices, the operating system was officially published in 2007. Android is a collection of software for mobile devices which includes the operating system, middleware, and the main mobile application. Androids has four characteristics namely open, all applications are created equal, breaking barriers to applications and application development is fast and easy [9].

Overview of a Kolb Android Application. A Kolb-created simulation band application, including real drum, real guitar, real bass, and real piano, is used in learning band ensembles at sma negeri 1 pangkalpinang. At a glance, kolb, an group called kolb makes android apps and is based in curitiba, paraná, brazil. Since it business was founded in 2011, data february 2018 have also shown that more than 166 million apps have been installed globally [10] (Fig. 3).

Real Drum. A simulation for drum instruments usually is considered real drum. This instrument application is very simple to be using and has an excellent match. The first step is to open the realdrum application and then begin to play using your fingers instead of drumsticks. The application offers a variety of snare sounds, as well as the ability to play bass drums, toms, and cymbals simultaneously. From the easy level of the game to the harder level, there are 60 basic drum lessons included with the real drum application. The features and characteristics of real drum are as continues to follow: (1) various drums and cymbals, (2) multitouch, (3) various drums and cymbals, (4) support for up to 13 drum pads concurrently, there are 33 accompaniment songs for drums, 60 tutorial examples of drum rhythms, 45 different drum sounds, a studio with standard sound quality, recording features, mp3 audio file saving, support for all smartphone screen resolutions, and free applications (Fig. 4).

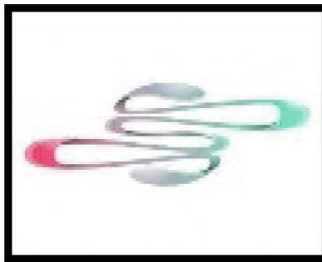


Fig. 3. Figure from Kolb Apps.

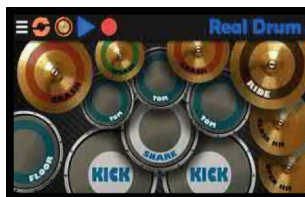


Fig. 4. Shows the Real Drum android app.

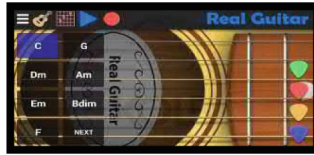


Fig. 5. Shows the real guitar android app.

The Real Guitar. The Android app real guitar creates an acoustic instrument display on the phone screen such that it sounds just like a real guitar. You may play this app quite easily by moving your fingers across the smartphone screen, and you will hear a sound that is similar to the sound of a guitar in general. Other features include chords and arpeggio types of chord composition (Fig. 5).

Real Guitar has the following features and advantages There is no latency, studio-quality audio, adjustable chords, a variety of acoustic and electric guitars, three playing modes, 16 song loops for accompaniment, more than 1500 chords, and a crystal-clear guitar sound, among other features. (9) offer recording features, (10) convert audio files to MP3 format, (11) be compatible with smartphones with all screen resolutions, and (12) be free applications.

Real Bass. Real Bass is a bass android application has features both for electric and acoustic bass that was updated for smartphones' screens (Fig. 6).

The following are the features and advantages of Real Bass: (1) Multi-touch/multi-touch, (2) there are 6 types of bass options, (3) 16 loops to play together, (4) has a super realistic bass sound, (5) good sound quality, (6) there is a choice of acoustic and electric bass models, (7) has a recording mode, (8) has a feature to convert recordings to mp3, (9) is compatible with all smartphone screen resolutions, and (10) the application can be downloaded for free.

Real Piano. The Real Piano android app duplicates the appearance of an android as an instrument, and it also enables you to play chords that have been shown or using other arpeggio techniques (Fig. 7).

Real Piano's features and advantages are including multitouch, full keyboard keys, 20 realistic instruments, studio-standard audio quality, and five virtual instruments, including a grand piano, an electric piano, a synthesizer, an organ, a guitar, a bass guitar, a bass synthesizer, strings, brass, a clave, a harpsichord, a toy organ, a banjo, an accordion, a sitar, a vibraphone (6) a whole and real piano and keyboard set, The app has 11 elements, featuring seven recording modes, eight a loop accompaniment feature, 9 recording rename alternatives, ten compatible with all smartphone screen resolutions, and 11 free music.



Fig. 6. Real bass android application display.

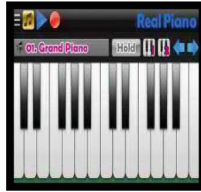


Fig. 7. Real Piano for Android's touch.

4 Conclusion and Recommendation

4.1 Conclusion

To regards to the material or stages used, the implementation of band ensemble learning using android-based application media at SMA Negeri 1 Pangkalpinang went well and the objectives were met. This is shown by the performances that have been presented at the Gebyar Event for high school and vocational students in Babylon, that can generate applause from the crowd during the process of an ensemble game that is on display. Furthermore, the features included in android-based applications as Kolb Apps' Real Drum, Real Guitar, Real Piano, and Real Bass are suitable for use as teaching materials for band ensembles. Students are able to use the application, as seen by the band ensemble's easy learning curve.

4.2 Recommendations

It is believed that this research can give new perspectives on App ensemble games. Is anticipated to improve the game's design and arrangement in order to create new, more creative works. Additionally, being able to be more inventive when creating musical works in the form of any type of song or musical genre and having new and innovative ideas when it comes to the cultivation of works. Also, it is planned that with this program, students work together.

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