DESIGN OF CLASS VII INFORMATICS LEARNING MEDIA USING ADOBE ANIMATE IN Mtsn 6 AGAM

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\textbf{ARTICLE INFO} & \textbf{ABSTRACT} \\
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This research aims to develop and produce computer based learning media using adobe animate application in informatics subjects. Learning media has a very important role in learning. This research uses the 4D version of the Research and Development (R&D) method, namely Define, Design, Development, and Disseminate. The multimedia development model use is the luther sutupo version model which has six stages, namely concept, design, material collection, assembly, testing, and distribution. The result of this study showed (1) validation test by three lecturers in computer informatics engineering experts showed a value of 0.94 with a very valid category, (2) practicality tests from three informatics subject teachers showed a score of 0.95 showed very practical, (3) the effectiveness test of 25 students showed a score of 0.90 showed very effective. on results research and discussion described, the author take conclusion that learning media this has successful designed use Adobe Animate application that generates product output in the form of application files . with the existence of learning media based on computer it’s on the eye lesson informatics so expected could Upgrade interest, motivation student and fun student in learning informatics. Learning media this also adds variation teaching and creative teachers, and for Upgrade understanding student as well as could hone ability students on the eyes lesson informatics.

\textbf{INTRODUCTION}

Education activities that must be implemented for Upgrade ability and lift degrees man on the side god and sight human \cite{Sukitman2016}. Education for Indonesian nation itself already set government in law no. 20 of 2003 which states that education is business conscious and planned for realize atmosphere learning and the learning process so that participants educate by active develop potency herself for own religious spiritual power, control self, personality, character noble, as well Required skills himself, society, nation and state \cite{In2003}.

Education is all all effort made for give information to participant educate for could lift degrees, have good character, and develop abilities that have been there is \cite{Hendayani2019}. Developments
in the world of education moment this caused fast progress technology in the world of education. With existence development in the world of education give progress positive in build and educate nation. one impact positive that can be felt in education is the existence of learning media (Wahyono, 2019).

Learning media is all something used in learning for center attention, interest, mind, student in the learning process for reach objective learning that has been set at the beginning learning (Spiritual, 2019). Use of learning media could upgrade spirit in learning, generate creative ideas in media application. With the existence of learning media could convey message learning more varied for interesting interest study students, as well could upgrade mark student towards more good (Ekayani, 2017).

Use of learning media in education could help the teacher in learning because limitations time short lesson on one meeting inside class. Media as one source information Theory lesson nor source question practice (Yektyastuti & Ikhsan, 2016). Learning media could designed and developed in accordance with development technology, namely collaborated with with utilise computer (Khomarudin & Efriyanti, 2018).

Determining learning media with notice complex and unique learning, choosing the right media for applied in learning own influence to results study students, as well understand influencing factors to perception learn to strive optimally so that the learning process could take place by effective (Rohani, 2019). With that’s the learning media could upgrade results study students.

Based on results results research on January 4, 2021 at MTsN 6 Agam with eye teacher lesson informatics that is buk Neni Novia, S.Pd, he say that learning still depend on lks or module learning. Learning is done too using computer media and projectors as a practice medium. But at the time delivery Theory lesson not yet maximum use computer and still use method lecture, so make student bored and mutually speak when learn and cause learning no effective again for implemented.

Teacher complains use lks own weakness that is the material in the LKS often no complete and present material that is not in accordance with syllabus and lesson plans that have been there is. Different with module made by the teacher, photocopy of the module that was distributed to student often miss even there is part from already available module omitted in section back, front, and torn in parts middle module. Even the picture in the module no clear for seen because already in the photocopy which is only colorful black white.

See condition in the field, of course very effective learning media is needed in learning. With use learning media based on computer, student will more focus in notice learning and also students will easy in remember learning. Due to student excited and motivated in study more media _ draw in support learning.

With use learning media using Adobe Animate, with this media the teacher can customize media with characteristics students, because of this media already support for using audio and visuals, even could combined both of them make learning more interesting again. With thus learning becomes more max and increase results learning.

Research conducted (Mustika, Sugara, & Pratiwi, 2018) Most respondents are doubtful and are in a position that can sometimes distinguish hoaxes sometimes not because of the amount of information obtained every day. Public panic about Covid-19 caused hoaxes to continue to be spread in the hope that the information could be useful in preventing and treating. Meanwhile, most of the respondents did not spread Covid-19 hoaxes because they considered the information to be incorrect, useless, and endangered the health of others, and wanted to break the chain of spreading hoaxes to themselves alone.

METHODS
Study this held in April- August 2021 at MTs N 6 Agam. Election the place based on consideration that conditions and facilities in the school adequate so that could support implemented research.

Method research used in study this is Research and Development (R&D) methods, namely method deliberate research, systematic, used for find, formulate, improve, develop, produce, test, validity, effectiveness, and practicality from product, model, method or strategy, or method, service, producer certain (Okra & Novera, 2019).

R&D model used in research this is 4D version developed by Thiagarjan, steps 4D research is define, design, develop, disseminate. Result of research model R&D shaped product certain or effectiveness product (Supratman Zakir, Maiyana, Khomarudin, Novita, & Deurama, 2021).

Media Development Model Learning media design need method development device soft, one of them that is Luther Sutopo's version of the Multimedia Development Life Cycle (MDLC) method which consists of 6 stages namely concept, design, material Collecting, Assembly, Testing, Distribution. Stages this no should sequentially in practice, however the concept stage must be the earliest implemented.

Figure 2. Stages Multimedia Development

Product Test Formula Validity Test Product
For produce products that have quality good need existence do validity test product to several experts. Test done compare questionnaire evaluation product from a number of expert person. Questionnaire results product processed refers to to formula Aiken's V . stats
\[ \text{Description:} \]
\[ s : r - \text{lo} \]
\[ \text{lo} : \text{Rating number lowest validity} \]
\[ c : \text{Score highest validity} \]
\[ r : \text{Number given by someone evaluator} \]
\[ n : \text{number evaluator} \]
if index not enough or same with 0.4 then validity less, if 0.4 - 0.8 it is said validity medium, and when more big from 0.8 it says its validity is very valid (Fadila, Aprison, & Musril, 2019).

Practical test addressed for see practicality product from aspect usage, efficiency time learning, and benefits. Practical test addressed user product this namely the field teacher studies informatics class VII at MTsN 6 Agam. Practical test result data analyzed use Kappa Cohen formula (Yerimadesi, Bayharti, & Oktavirayanti, 2018).
Moment kappa \((k) = \frac{\rho - \rho e}{1 - \rho e}\)

**Description:**

\(K\) : kappa moment that shows practicality product

\(-\) realized proportion , calculated \(-\) with method total the score given by the examiner shared total maximum

\(e\) : proportions that are not realized \(,\) calculated with method mark maximum reduced with total amount given examiner shared total mark maximum.

**Table .1 Table Decision Category Based on Kappa Moment Moment**

<table>
<thead>
<tr>
<th>Practical Test</th>
<th>Practical Test</th>
</tr>
</thead>
<tbody>
<tr>
<td>Practical test addressed for see practicality product from aspect usage , efficiency time learning , and benefits . Practical test addressed user product this namely the field teacher studies informatics class VII at MTsN 6 Agam . Practical test result data analyzed use <em>Kappa</em> Cohen formulas (Yerimadesi et al., 2018).</td>
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</tr>
</tbody>
</table>

\[
\text{Moment kappa(k)} = \frac{\rho - \rho e}{1 - \rho e}
\]

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Effectiveness test is very important done for know suitability product with expected results . For know level effectiveness product use technique Infrential statistical analysis with use Rumays G-Score (Sitanggang & Silaban, 2021).

\[
< g \geq \left( \frac{\% < S f > - \% < S i >}{100 - \% < S i >} \right)
\]

**Description :**

\(< g >\) : G-Score

\(< S f >\) : Final score

\(< S i >\) : Initial score
As for the value interpretation from G-Score calculation is

<table>
<thead>
<tr>
<th>Mark</th>
<th>Classification</th>
</tr>
</thead>
<tbody>
<tr>
<td>G-Score 0.7</td>
<td>Tall</td>
</tr>
<tr>
<td>0.7 &lt; (G-Score) 0.3</td>
<td>Currently</td>
</tr>
<tr>
<td>G-Score &lt; 0.3</td>
<td>Low</td>
</tr>
</tbody>
</table>

**RESULTS AND DISCUSSION**

**A. Define**

1. **Studies Field**
   
The method used at the time in the field is observations and interviews. Observation implemented with observe learning informatics by directly in one class VII and interview with interviewing field teacher studies informatics and some students class VII at MTsN 6 Agam.

2. **Studies Literature**
   
   Reference used in study this sourced from various source that is books, journals that have topic same discussion with study this.

**B. Design**

At stage planning this writer make draft learning media design, with notice composition in the design of learning media, good from terms of layout, animation, sound, and color in the text along with image on background behind animation, with learning media goals this own more view interesting.

**C. Develop**

1. **Concept**
   
   this medium designed for eye teacher lesson informatics class VII semester one at MTsN 6 Agam in order to get used as one of the media in activity learning. Ideas and goals learning media design this is for could interesting attention students, so that the learning process informatics more fun and easy for understood, and for Upgrade results study students.

2. **Design**
   
a) **Structure Design navigation**, learning media this use structure navigation use design model hierarchy, due to the existing menu each other related one each other.

![Figure 1. Structure Menu Navigation](image)

b) **Storyboard Design**
   
   design storyboard Becomes reference in make media display. Storyboards provide description from the scene, the visual form of the design, the audio, the duration, the action script and the description.

c) **Interface Design**
Learning media is designed for equivalent junior high school level, then this media design made fusion among text, audio sound, images, and animations for students interested in learning informatics this.

d) Collecting Materials

Collecting materials are stages collection media material. Materials collected in the form of images, audio, sound, photos, and materials supporter other.

e) Assembly

Assembly is a media processing process based on the design that has been made at the beginning. For example is picture into opening early learning media informatics and pictures character animation explaining material that can be seen in the picture under this.

![Intro page](image)

**Figure 2. Intro page**

![Animated Characters](image)

**Figure 3. Animated Characters**

f) Testing

Testing is stages testing to learning media informatics who has finished. In stages testing this is learning media informatics tested with use method blackbox.

<table>
<thead>
<tr>
<th>No</th>
<th>Test class</th>
<th>Test Items</th>
<th>Testing rate</th>
<th>Type testing</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Intro testing</td>
<td>Login menu to main menu</td>
<td>Unit testing</td>
<td>blackbox</td>
</tr>
<tr>
<td>2</td>
<td>Main menu test</td>
<td>Instruction menu</td>
<td>Unit testing</td>
<td>blackbox</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Competency menu</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Material Menu</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Profile Menu</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Testing the BAB material menu</td>
<td>CHAPTER 1 Menu</td>
<td>Unit testing</td>
<td>blackbox</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CHAPTER 2 menu</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
CHAPTER 3 menu
CHAPTER 4 menu
Quiz Menu

4 Testing the QUIZ menu menu
Chapter 1 Quiz
Quiz CHAPTER 2
Quiz CHAPTER 3
Chapter 4 Quiz

5 Test menu instructions
Showing page instruction

blackbox
Unit Test

D. Desseminate
Dissemination of learning media informatics for beginning only done to the eye teacher lesson informatics class VII MTsN 6 Agam.

E. Product Test
1. Validity Test Results
Validity results from learning media informatics this carried out by three lecturers expert. Sheet result validity from three lecturers expert that is Mom Gusnita Darmawati, S.Pd., M.Kom with value 0.89, Mr. Sarwo Derta, SS, M.Kom with value 0.96, and Mr. Dr. Supratman Zakir, M.Pd., M.Kom with value 0.94. Get mark final 0.94 calculated with formula Aiken’s stats, with valid category. Like the research conducted by (Muhammad Zakir & Musri, 2020) based on several stages of the trial, the learning media is categorized as valid with the feasibility level of the validity test with an average score of 0.90 which is very valid, the author’s practicality test gets an average of 1.0 with a very high category, and in the effectiveness test the author gets an average score of 0.98 with a very effective category, based on the results of this product test, it can be beneficial for teachers, advanced students and researchers.

2. Practical Test Results
Practicality test results product study this addressed to three field teachers studies informatics at MTsN 6 Agam. After do the calculation process with use formula kappa moment, then obtained mark from Neni Novia, S.Pd with value 0.95, Dicky Wendy, S.Kom with value 0.95, and Hidayatul Fuad, S.Kom with value 0.95, get mark end 0.95 with very high category.

3. Effectiveness Test Results
Effectiveness test results done by students class VII semester one as many as 25 students in one class. After To do calculation sheet effectiveness so obtained mark end 0.90 with very effective category.

<table>
<thead>
<tr>
<th>No</th>
<th>Name</th>
<th>Effective Value Before</th>
<th>Effective Value After</th>
<th>G Nilai Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Marcella Yolanda</td>
<td>44</td>
<td>96</td>
<td>0.92</td>
</tr>
<tr>
<td>2</td>
<td>Kesya Zamratul Kh</td>
<td>48</td>
<td>100</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>Muhammad Arif</td>
<td>48</td>
<td>100</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>Akbar Andhika Primary</td>
<td>44</td>
<td>96</td>
<td>0.92</td>
</tr>
<tr>
<td>5</td>
<td>Aziz Rahman</td>
<td>40</td>
<td>80</td>
<td>0.66</td>
</tr>
</tbody>
</table>
CONCLUSION

Based on results research and discussion described, the author take conclusion that learning media this has successful designed use Adobe Animate application that generates product output in the form of application files. with the existence of learning media based on computer it’s on the eye lesson informatics so expected could Upgrade interest, motivation student and fun student in learning informatics. Learning media this also adds variation teaching and creative teachers, and for Upgrade understanding student as well as could hone ability students on the eyes lesson informatics.
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