

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

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ARTICLE INFO		ABSTRACT
Received:	05-04-2022	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.
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Keywords:	Adobe animate, informatics, learning media.	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 expeerts 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.

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INTRODUCTION

Education activities that must be implemented for Upgrade ability and lift degrees man on the side god and sight human (Sukitman, 2016). 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 (In, 2003).

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 (Hendayani, 2019). 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 interview 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 _ the 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 .

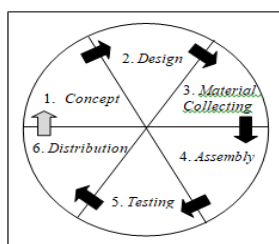


Figure 2. Stages Multimedia Development

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

$$= s / [n(c - 1)]$$

Description :

s : r – lo

lo : Rating number lowest validity

c : Score highest validity

r : Number given by someone evaluator

n : 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).

$$\text{Moment kappa (k)} = (\rho - e) / (1 - \rho e)$$

Description :

K : kappa moment that shows practicality product

: ρ realized proportion , calculated ρ 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

. Practical Test	. Practical Test
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 <i>Kappa</i> Cohen formulas (Yerimadesi et al., 2018).	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 <i>Kappa</i> Cohen formulas (Yerimadesi et al., 2018).
Moment kappa(k) $= \frac{\rho - \rho e}{1 - \rho e}$	Moment kappa(k) $= \frac{\rho - \rho e}{1 - \rho e}$
Description :	Description :
K : kappa moment that shows practicality product	K : kappa moment that shows practicality product
: ρ realized proportion , calculated ρ with method total the score given by the examiner shared total maximum	: ρ realized proportion , calculated ρ 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 .	e : proportions that are not realized , calculated with method mark maximum reduced with total amount given examiner shared total mark maximum .

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

$$g \geq \frac{(\% < Sf > - \% < Si >)}{(100 - \% < Si >)}$$

Description :

<g> : G-Score

<Sf> : Final score

<Si> : Initial score

As for the value interpretation from G-Score calculation is

Table . 2 Classification of G-Score

Mark	Classification
G-Score 0.7	Tall
$0.7 < (G-Score) 0.3$	Currently
$G-Score < 0.3$	Low

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.

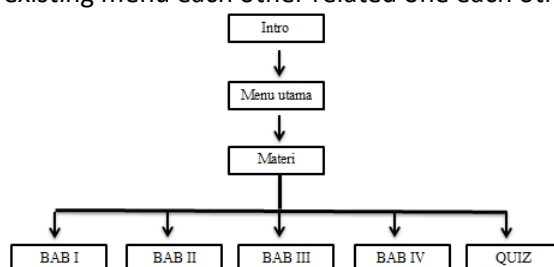


Figure 1. Structure Menu Navigation

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 this 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 intor opening early learning media informatics and pictures character animation explaining _ material that can be seen in the picture under this .



Figure 2. Intro page

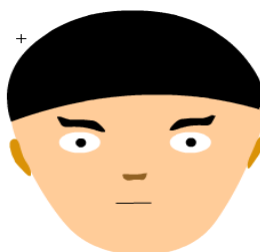


Figure 3. Animated Characters

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 3. Scenarios Learning Media Test informatics

No	test class	Test Items	Testing rate	Type testing
1	Intro testing	Login menu to main menu	Unit testing	<i>blackbox</i>
2	Main menu test	Instruction menu	Unit testing	<i>blackbox</i>
		Competency menu		
		Material Menu		
		Profile Menu		
3	Testing the BAB material menu	CHAPTER 1 Menu	Unit testing	<i>blackbox</i>
		CHAPTER 2 menu		

		CHAPTER 3 menu	Unit Test	<i>blackbox</i>
		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	Unit testing	<i>blackbox</i>

g) Distribution

In this process the learning media already So , learning media this generate files with extension .fla and .exe extensions are intended for learning media informatics could running on computer other users without should install Adobe Animation application .

D. Disseminate

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 & Musril, 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 4. Test Effectiveness Product

No	Name	Effective Value		G Nilai Value
		Before	After	
1	Marcella Yolanda	44	96	0.92
2	Kesya Zamratul Kh	48	100	1
3	Muhammad Arif	48	100	1
4	Akbar Andhika Primary	44	96	0.92
5	Aziz Rahman	40	80	0.66

6	Zaki Fathul Huda	36	84	0.75
7	Zakia Zahra Mubarakh	40	100	1
8	Sayyif Arsyad	28	92	0.88
9	M. Faiz Ramadhan	36	100	1
10	Rizka Fazahara	36	84	0.75
11	Haniva Yumaira	48	100	1
12	Mutia Asmi Koto	48	84	0.69
13	Dawn Maulana	40	100	1
14	Aisha Azkya	32	92	0.88
15	women Humairoh Sabrina	24	88	0.84
16	Nessa Hubbul Hakhiya	36	100	1
17	Zakia Tunisia	28	100	1
18	Ananda Ara	28	84	0.77
19	Farhan Ramadan	28	96	0.94
20	Dela Afira	24	92	0.89
21	Nurul Insan	32	88	0.82
22	Rio Ferdinand	24	100	1
23	Anwar Lukmanul Hakim	32	96	0.94
24	Pearl Angelina	40	100	1
25	Abdul Aziz	44	92	0.85
Amount		908	2344	22.5
Average		36.32	93.76	0.9
G-Score		0.90		
Criteria		Very Effective		

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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