

Learning Video Media as a Final Project of Education Arts of Education Students at FSP ISI Denpasar

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Abstract—This article examines the subjects of Learning Technology, Learning Strategies, the benefits of learning video results and supporting factors in producing learning videos in the student's final assignment. Learning estuary relates to technology, information, strategies and learning processes. Study of the 2016 and 2017 graduate student learning video works as many as 9 learning videos. The purpose of this study is to find out the benefits and role of video learning as a medium of education for teachers and junior high/high school students in the city of Denpasar. The study method uses the program evaluation method. The results of the study 9 Final Assignment learning video works were declared feasible and became one of the media tools in the learning process. The results of the study from the informants also stated that the learning media in the form of learning DVDs was very much needed in the world of art education. Supporting factors for learning video making begin with determining material that has never been studied, then reviewing and comparing drama, dance and music material. Everything is aligned with the K-13. The results of his study of learning video products are indeed very necessary for the world of art education.

Keywords—video; learning; benefits; supporters; inhibitors

I. INTRODUCTION

Information technology and the internet have become an important part of our daily lives as well as the world of education as a learning medium. The use of information technology in education can improve the quality of learning to be more effective and efficient. Application and utilization of information technology in learning activities through interactive learning multimedia programs. Multimedia as a combination of many media such as text, graphics, still images, animation, sound and video that convey messages to the public [1].

The use of media as learning aids includes human-based media, print, visual, audio-visual, and computer, and the use of libraries as learning resources [2]. The Performing Arts Education study program is a new study program as an education center in the arts. This study program has great potential to develop learning media from art. There are so many types and varieties of art as learning resources that have not been documented, so that interesting learning media can be realized. This study discusses the development of learning media from art learning sources and through multimedia

courses, learning technology and student learning strategies that have been able to produce a learning video product that empties into the Final Project. Students of the ISI Denpasar Performing Arts Education Study Program may choose to complete the Final Project by making learning videos about art.

Learning videos are learning media as one of the innovations in the Performing Arts Education Study Program. Through the three multimedia courses, learning technology and learning strategies students are required to learn, understand and apply technology to develop learning media tailored to the needs of educational technology and curriculum. 2013 curriculum (K-13) requires students to be more active in learning inside and outside the classroom, so that the results of video learning become one of the strategic media in developing learning processes in cultural arts subjects for junior and senior high school students.

At present information technology and learning technology in the world of education are very important. The three courses require skilled students to organize learning in producing learning videos in the form of VCD (Video Compact Disc) or DVD (Digital Versatile Disc). The steps for making a learning video start from determining the material, selecting the model, location, narrator, dubber to taking photos, videos to the video editing stage. Video learning material about art as a form of art, drama, dance and music competence. The video recorded from record production that is traded in the community is a video in the form of dance or music that is specifically only for watching and listening. VCDs / DVDs produced by students as learning media are very different, because they are equipped with the display of images and texts given by a dubber, explaining the history or origin of the material presented. Next explain the understanding of the material presented, a detailed description of the elements or parts of the material by displaying images and text clearly and in detail. The choice of shooting, background, sound system, costumes is also an important learning process.

The process of making videos starts from choosing a place to shoot, backtracking, sound system, costume to take photos and videos and the video editing process. For students who lack mastery in IT, they are allowed to ask for help from a video editor, but students must be involved in it to learn about aesthetic theory in visualizing images and text. This is related to the appearance of the image, the size of the text, the color of

the image or text, the shape and color of the background, the position of shooting, and the accuracy of the sound with the image. This knowledge, experience and insight is important for students in the Performing Arts Education Study Program who produce graduates as prospective teachers who are able to develop learning media and teaching methods as one of the strategies of a teacher.

Based on the results of the study, it was shown that the three subjects to date are still relevant to produce learning video products. Video products for Bachelor of Arts Education prospective students, still in the stage of expert testing, have not arrived at the public test stage. For students of the Postgraduate Program a public test or a wider community test is required with several samples. The learning video results from the students of the Performing Arts Education Study Program as a student's Final Project work are the learning estuary. The results of the Final Project video learning work for graduate students in 2016-2017 are 9 learning video works, like table 1 about List of Student Names and Title of Final Project in Learning Videos.

TABLE 1. LIST OF STUDENT NAMES AND TITLE OF FINAL PROJECT IN LEARNING VIDEOS

No.	Student Name	Title of Learning Video Work
1	Ni Putu Erawati [3]	Development of Dance Learning Videos Mregapati at the Studio Bangli Aпти
2	Gusti Ayu Kadek Noviana Sari [4]	Development of Tarunajaya Dance Learning Videos at Bali Warini Dance Studio Foundation Denpasar
3	Bagus Jimy Kresna Loka [5]	Development of Condong Legong Kraton Dance Learning Videos for Selemadeg East Middle School 3 Students in Tabanan
4	Ni Luh Putu Letsu Phyardini [6]	Development of Learning Videos for Galuh in Arjaari at the Siwaratri Art Studio Keramas Village Blahbatuh Gianyar
5	Sayu Gde Bawa Grace Wilesthari [7]	Development of Learning Videos for Legong Lasem Dance for Class VIII Students of Baturiti Tabanan State Middle School
6	Ni Luh Ratih Budiarti [8]	Development of Learning Videos for Sekar Jagat Dance at Denpasar Public Middle School
7	Putu Rahayu Devita Sari [9]	Development of Basic Dance Gymnastics Learning Videos at the Taksu Kumara Studio Sanur Village Denpasar
8	I Kadek Bayu Widyanto [10]	Development of Basic Learning Techniques for Playing Kebing Gong Kebyar at Alit Sundari Art Studio Batubulan Village Kangin Sukawati Gianyar
9	Eva Anggreni [11]	Development of Basic Drama Elementary Learning Videos in Students of Denpasar Public High School 3

The nine final works of the learning videos above become a reference for making subsequent learning videos. Problems that are examined about how the benefits and relevance of the final project work on learning videos for students, society and the world of education. Especially to add learning media reference sources in the form of dance videos, drama and music in learning Cultural Arts in Middle and High Schools.

II. METHOD

The method for knowing, studying and solving a problem using systematic steps is very important with a qualitative approach. The qualitative approach in social science is fundamentally dependent on human observation and the region itself relates to people in their language and terminology [12]. This study uses an evaluation method because data is obtained based on observations and descriptions of the results of studies of learning activities with three aspects of the process, obstacles, and learning outcomes.

Study of the benefits of learning video results for junior and senior high school teachers and students as well as supporting factors in making learning videos in accordance with Educational Technology needs in Final Project works. Learning Technology and Learning Strategy courses require students to make VCD / DVD learning media products, so this study is interesting to develop the sustainability of the Research & Development Study model that produces learning videos.

Data analysis of observations, interviews, recording, recording, documents and so on [13], is carried out after all data is collected and complete. Data processing begins with grouping observational data, interviews, documentation and literature studies to be classified and analyzed based on the interests of the Study. The results of data analysis are presented in descriptive analysis by describing the information that has been analyzed based on existing theories.

III. RESULTS AND DISCUSSION

Most students' final assignments in the form of learning videos are manifested in VCDs by displaying images and text narrated by a dubber. Describe the history or origin of the material presented. Detailed explanation of the material, description of elements / parts of the material along with images and text clearly and completely. Before the learning video is packaged in the form of DVD discs, the assessment / testing stage must be carried out by art experts, media experts, teachers / trainers, individuals and small group tests. The goal is to be given an assessment and input and suggestions on the results of the learning video. After all the experts say it's feasible, then the video is printed in CD pieces. The success of the 9 learning video works from graduate students in 2016 and 2017 is an attraction for other students. In 2018 it increased to thirteen learning video works, such as table 2 about the name of the student and the title of the final assignment in the learning video.

TABLE II. LIST OF STUDENT NAMES AND TITLE OF FINAL PROJECT IN LEARNING VIDEOS

No.	Student Name	Title of Learning Video Work
1	Putu Demas Widyasmini	Development of Learning Videos of Fragrant Burat Dance on Extracurricular Activities at Singaraja Public Middle School 6
2	Kompyang Gede Aditya Dharma Putra	Development of Balinese Dance Dance Basic Motion Engineering Learning Videos in Denpasar Public High School 6
3	Ni Wayan Esha Pratiwi	Development of Puspanjali Dance Learning Videos at the Singapadu Kaler-Gianyar Public Elementary School
4	Ni Nyoman Sri Anggarana Dewi	Development of Video of Macapat Song Learning Techniques on Extra-curricular Activities at Dwijendra Middle School in Denpasar
5	Mulya Ayu Astari	Development of the Learning Video of Gandrung Rembaq Gaya Abdhul Hamid Dance in Mataram State Middle School 2
6	Ida Ayu Satria Wulandari	Development of Learning Videos for Cempaka Putih Dance on Extracurricular Activities in Mendoyo 2 High School in Jembrana Regency
7	Gregorius Septo Mulyadi Tagur	Development of Learning Videos Voice Vocal Vocal Techniques of Bali in Denpasar
8	I Gede Warsa Saputra	Development of Basic Engineering Learning Videos for Playing Semar Pegulingan Flute at Extra-Curricular in SMP Negeri 7 Denpasar
9	I Wayan Agus Suardiana Putra	Development of Kendang Tunggal Learning Video for I Made Sue Basic Style at Tri Suari Art Studio, Batuan Village, Gianyar Regency
10	Ni Kadek Ayu Dian Cahyani	Development of Learning Videos for Girang Dance in SMP Negeri 1 Pekutatan Jembrana
11	Ni Kadek Miantari Putri	Development of Learning Videos of Cendrawasih Dance in Denpasar Public High School 6
12	I Gst A.A Diah Yunika A	Development of Learning Videos for Panji Dance Semirang at Vocational High School 3 of Sukawati Gianyar
13	I Putu Edo Veri Pradana	Development of Wirayuda Dance Learning Videos at the 3 Public Elementary School of Ubud Gianyar

Some of the learning video works that have been used and applied in schools or studios are examined and explored to find out their usefulness in the learning process in the arts. After analyzing the data on twenty-two learning video works made by students from observations, interviews, recording, recording, from the document. Furthermore, after all data has been collected and complete, data processing is carried out by grouping observational data, interviews, documentation from various elements of society and literature review to classify the data. Then analyzed based on the interests of the study with the results of data analysis presented in descriptive analysis based on existing data. The results are stated that the benefits of the video work produced by students are felt by various parties. All formal and non-formal, public and private education institutions in the city of Denpasar feel that way. Evidence of the results of the learning videos is very useful for teachers and students, as well as MGMP (Subject Teachers' Consultation) throughout Denpasar, revealing that: Drama, dance and music videos produced by Bachelor of Education students are needed in the world of education.

Some of the benefits of the results of this learning video are:

- Benefits for Lecturers: as a measure / evaluation material in the learning process in the subject of Learning Technology and Learning Strategies. Likewise, as a learning media for students at the junior and senior high school level.
- Benefits for Students: can increase knowledge about the process of making learning videos. Learning videos can be applied when PPL is in junior and senior high school. From this benefit study there is clearly an increase of 13 learning video works that are ready.
- Benefits for Sendratasik Study Program: as a learning resource and reference. Besides that, it is a source of learning video information in helping art and culture subjects. The results of learning videos are very useful, so the institution must evaluate and improve the production of learning videos.
- Benefits for Teachers of Art and Culture Teachers: simplify, develop the learning process, students learn effectively with this learning video. The atmosphere of learning in the classroom is increasing.

The benefits of the results of this learning video cannot be separated from the supporting factors that fit the needs of educational technology, so that the process of making student videos can run smoothly. There are stages of making learning videos that must be passed by students are:

- Determine the learning video material that will be made.
- Prepare the material to be poured into the learning video.
- Determine the model / model in the learning video.
- Video / audio capture / recording process.
- The process of editing / mixing.
- Test material content experts, media expert test, teacher / trainer assessment, individual test, and small group test.

IV. CONCLUSION

Twenty learning video works by the Final Project students of the Performing Arts Education Study Program graduates in 2016, 2017 and 2018 have been declared worthy of being tested and used as one of the media tools in the learning process in cultural arts subjects in middle and high school. Based on the results of the study from the finalists making the Final Project learning video and the head of the MGMP and cultural arts teachers in the city of Denpasar stated that, learning media in the form of VCD / DVD learning is needed in the world of art education. This is related to the development of information technology in order to increase the quantity and quality to support the learning process. Supporting factors in making learning videos are very important by first determining the material, curriculum and support for infrastructure facilities from the ISI Denpasar educational institution itself.

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