



TRAINING IN MAKING LEARNING MEDIA IN THE FORM OF VIDEO AT SMPN 24 PADANG

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ABSTRACT

This service activity aims to improve teacher's abilities in making learning media through training in making learning media in the form of videos using the EaseUS application. The implementation of learning is currently carried out offline, even though a few semesters ago it was carried out online due to the covid-19 pandemic. Under these conditions, teachers are required to be able to innovate in their learning in order to produce interesting learning for students. One of them is creating learning media in the form of videos. Based on the results of interviews with several teachers at SMPN 24 Padang, information was obtained that teachers were not optimal in using learning media, and had difficulty making learning media videos in the form of videos. Teachers realized that videos were appropriate to be used as learning is needed that can facilitate SMPN 24 Padang teachers to be able to optimize the use of learning media, especially those that are interactive and attract students' attention. The implementation method in this activity consists of: the preparatory stage, the implementation stage, namely providing material on making videos independently by the teachers' performance. The results of this service is an increase in teacher knowledge and skill in making innovative and interesting technology-based learning media, but there are still some teachers who do not use their creativity in presenting learning material in their video media

Key word: Learning media, Videos, EaseUS.

INTRODUCTION

Education is an implementation to educate the life of the nation. The learning process plays a very important role in the student learning process to achieve learning goals. The success of the learning process is influenced by several aspects, including the use of strategies in learning in the classroom. The teacher's role in the learning process is not the only source and center of learning (Oya & Budiningsih, 2014).

Motivation plays an important role in the student learning process. According to (Ormrod, 2009), motivation can increase initiative (initiation) and persistence for various activities. Students will tend to start a desired task. "Motivation is defined as an internal state of that arouses us to action, pushes us in particular directions, and keeps us engaged in certain activities." Motivation is defined as an internal state that arouses oneself to act, drives in a certain direction, and engages in certain activities (Elliott et al., 2000).

The success of a lesson is certainly not only in achieving learning objectives in the cognitive aspect, but also with the emergence of character student behavior. Students with character are very important because character is a moral behavior that will shape humans in the future. Character consists of operative values, values that function in practice (Lickona, 2013). This character grows into a character, a mind that is relied on and used to respond to various situations in a moral way. Character will be formed and attached to oneself until adulthood.

Learning media is one component of a system designed to achieve learning objectives. In detail, the components to achieve the learning objectives consist of: (1) objectives, (2) teaching materials/materials, (3) methods, (4) tools/media, and (5) evaluation (Ali, 1992). A system will run well depending on the effectiveness of the components contained in it.



Learning media as one of the components in the system, has a function as a means of nonverbal communication. Media absolutely must exist or be used in every lesson.

During the COVID-19 pandemic, buying and selling online is the right and effective medium to increase sales, one of which is in the form of animated video products. Currently, animated videos are very popular with people when they are at home. This is because animated videos can attract the attention of all people who see them.

This community service is limited to the problem of not maximally utilizing learning media, and teachers not understanding how to make instructional media in the form of videos and the high demand for teachers for animated video media. Based on the problems described above, a special training is needed that can facilitate teachers at SMPN 24 Padang to be able to optimize the use of learning media, especially interactive ones and attract students' attention. Nonetheless, it can be said that one of the main functions of teaching media is as a teaching aid which also influences the climate, conditions, and learning environment that is laid out and created by the teacher. Applications that can be used to create learning media are EaseUS (2012).

EaseUS is the most popular video editing software, EaseUS is packed with a series of inspiring effects to make our videos cool. EaseUS includes visual effects and transitions, plus drag and drop features to save time on complex visual effects tasks. Perfect for those who are just learning how to edit videos. With EaseUS we can cut, trim, merge, rotate, mix videos easily and quickly. We can also apply stylish video effects, speed up / slow down the speed of our videos and many other cool effects that EaseUS has that will help us make the best editing process.

Learning media in the form of videos can be used in the learning process as a supporting tool and support for the learning process. Selection of learning media in the form of video as a support and support for appropriate learning can facilitate the learning process. In addition, by using appropriate learning media the role of students will be more dominant in the learning process, although basically the role of the teacher is also expected to be more active. Learning media in the form of videos that are selected in the learning process must also be in accordance with the material and what is being taught so that the points conveyed can be easily understood by students, especially students at SMP 24 Padang. Before using learning media in the form of videos, the teacher first knows the functions and types so that the material contained in the learning media is in accordance with basic competencies and competency standards. In addition, teachers in the selection and use of teaching materials are required to be creative so that the learning media used for learning so that students can be motivated to learn. So in this way the researcher has carried out community service with the title Training on making learning media in the form of videos at SMPN 24 Padang.

METHODS

The method of implementing training for making learning media in the form of videos is carried out in several stages, namely:

1. Planning
 - a. Observation of partner conditions and problems
 - b. designing the concept of activities and explaining the outline of the workshop implementation
 - c. including the location and implementation schedule
 - d. preparation of tools and materials to be used during the workshop.
2. Implementation stage
 - a. The team and resource persons wil present and demonstrate related material making

- learning videoa usig the EaseUS
- b. b. Conducting mini workshops on making videos independently by teachers
 - c. Teams and instructors conduct guidance
 - d. dFuther assistance to see how far the knowledge and partner/teacher skills in making media in the form of learning videos.
3. learning namely:
- a. Evaluation of the suitability between the video and the selected learning materials
 - b. Evaluation of the display of learning videos in terms of selection of animations and
 - c. color selection
 - d. The clarity of the presentation of the material in the video is accompanied by clear audio.

RESULTS AND DISCUSSION

As agreed with the head of the partner, namely the Principal of SMPN 24 Padang, the implementation of this community service was carried out for 8 hours (one day) which was attended by 12 participants. Participants were given training on how to make learning videos using EaseUS and distributed tutorial books compiled by the team themselves. During the implementation of the activity, the participants were enthusiastic and motivated to take part in this training. This can be seen during the training implementation process where all invited participants attended and participated in the activities from start to finish.



Figure 1. Opening of Training Event



Figure 2. Group Photo With Training Participants (Teacher of SMPN 24 Padang)



Figure 3. Enthusiasm Of The Trainees To Ask Questions

Based on the evaluation results, it was found that most of the teachers were proficient using the EaseUS application in making learning videos even though there are still some that must be accompanied intensely by the service team. However, it can be said that SMPN 24 Padang teachers have been able to make learning videos independently. Furthermore, the results of the evaluation on the video display as a whole still need to be improved because the average teacher's performance results show a monotonous visual from the video that has been made, the teacher's creativity in adding animations is still lacking. This is a note for the team to improve on the next opportunity. As for the results of the evaluation on the presentation of the material in the videos made, most of the material presented is very clear and easy to understand. So it can be concluded that for the presentation of material in the video already good

CONCLUSION

Based on the analysis of the results of the evaluation of the training implementation, it can be it was concluded that the partner group, namely the teachers of SMPN 24 Padang, was very Enthusiastic and supportive of community service activities carried out at his school. Workshop on making learning media in the form of videos with EaseUS can increase teacher creativity in developing media learning. This training provides new insights for partner teachers presents learning that is fun and interesting, especially in implementation of distance learning. Through this training various learning media in the form of videos with different materials will be obtained, because teachers make media independently and are adjusted to their respective material choices.

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