

Development of Learning Media Text Tutorials Video-Based Procedures Screencast O Matic

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Abstract: This article aims to produce learning media in the form of video tutorials using *screencast o matic* applications in Indonesian subjects text materials of class VII procedures MTS Darul Ulum Nglumber Kepohbaru Bojonegoro. This research includes development research using research and development (R&D) methods. Model development used in this study is a procedural model that is a descriptive fat-finned model that shows the steps that must be followed to produce products in the form of learning media. Data obtained through observations and questionnaires in the form of quantitative data and qualitative data. This learning media development step is done by analyzing students' potential and problems, data collection, media design decay, media creation, validation, trials, evaluations and conclusions. Video tutorials developed to meet the criteria can be selected from the results of filling the questionnaire by validators, also reviewed from the improvement of cognitive abilities of students before and after using video tutorial learning media. Video tutorial media can be used as a medium in self-learning for students, can be shown from the results of filling in self-learning sheet by students.

Keywords: learning, media, screencast o matic, procedure text

INTRODUCTION

The development and progress of technology information is currently running very fast, even in the world of education in Indonesia has penetrated to all levels of education units both in elementary school (SD), junior high school (SMP), and High School (SMA / SMK). The learning process is a process of communication between teachers and students, in support of the learning process, it takes media to make it easier for teachers to deliver learning materials. In today's revolutionary era there are many technologies that can be used to support the learning process. Technology is one of the most dominant factors in the change of the education system. The development of the world of technology as a learning medium in the era of globalization today provides tremendous benefits to the world of education. Rapid advances in information technology must be followed by teachers to want to learn and follow the flow of development so that it can be applied and utilized in teaching and learning activities that are more enjoyable and reduce boredom in students so that students' learning motivation increases and learning objectives will be achieved well. There are many options for educational practitioners to utilize technology in their learning process according to their goals. In Bahasa Indonesia subjects that are considered

the most boring lessons by students, it is necessary to use technology to overcome the learning problem. Many applications that we can use in the learning process such as *screencat o matic*. *Screencast O Matic* is a Java-based application used to create *screencasts* on *Windows, Mac, and Linux* operating systems. *Screencast O Matic* provides a free *software* service that allows users to record all views and movements from the monitor screen, be it cursor movement and click indicator. Desktop video capture application, recording computer desktop activity into a video is usually used to make tutorials, videos can be saved in MP4, AVI, and FLV formats.

LITERATURE REVIEW

In the great Dictionary of Indonesian language development is a process, a way, an act of developing. Research and development methods in English are called *research and development*. Research and development is a process or method used to validate and develop products . Development research is a systematic way used to design, develop learning programs and products that can meet internal criteria . According to Sugiyono¹ to produce certain learning products used research that is analysis of needs and to test the effectiveness in order to function in the wider community.

The development in question is the development of learning media in physical form, which is the process of translating a design into a multimedia technology based on *O Matic Screencast* video. This development research is a gradual research, the stage of this research is to design products, develop products and produce products. The products produced in this study are expected to be useful for educators, students, and the world of education.

In Arabic, the media is an intermediary or introduction from their-mailer to the recipient². Media is a communiqué tool derived from Latin and is a plural form of the word "*medium*" which literally means "intermediary" that is the medium of the source of the message (*a source*) with the recipient of the message (*a receiver*)³. Media is a human extension that allows it to influence others who do not have direct contact with it⁴. Robert Hanick, et al in Musfiqon⁵, states that "A medium (*plural media*) is a channel of communication, example include movies, television, diagrams, printed materials, computers, and instructors". Media is a channel of information including movies, television, diagrams, printed materials, computers, and instructors.

According to Trianto suggested that learning media is expected to provide benefits, among others; (1) bahan presented to be clearer meaning for students and not verbalistic,(2) metode learning more varied,(3) siswa become more activeto do a variety of activities,(4) learning more interesting,(5) mengatasi limitations of space. In addition, the benefits of learning

¹ Sugiyono. 2015. Metode Penelitian dan Pengembangan. Bandung: Penerbit Alfabeta. 2015

² Arsyad, Azhar. "Media pembelajaran." 2011

³ Susilana, Rusdi dan Riyana Cepi.. Media Pembelajaran. Bandung: CV Wacana Prima. 2008

⁴ Trianto. Model Pembelajaran Terpadu. Jakarta: Perpustakaan Nasional, 2007

⁵ Musfiqon. Pengembangan Media dan Sumber Pembelajaran. Jakarta: PT Prestasi Pustakaraya. 2012

media according to Kemp and Dayton in Susilana and Riyana⁶ 2007: 9) explain as follows; (1) delivering the lesson can be more standardized,(2) learning can be more interesting,(3) learning becomes more interactive by applying the theory of learning,(4) actuary implementation of learning can be shortened,(5) quality of learning can be improved,(6) proses learning can take place wherever necessary,(7) positive students attitude to the learning material and the learning process can be improved,(8) teacher role changed in a positive direction.

Kenzie, said that media has an important role in classroom learning that affects the quality and success of learning. At first the media only serves as a visual tool in learning activities, namely in the form of a means that can provide a visual experience to students, among others, to encourage learning motivation, clarify and facilitate complex and abstract concepts to be simpler, concrete, and easy to inhabit. Thus, the media can function to increase the absorption or *retention* of students' learning to subjects⁷.

According to Riyana, in Wirasasmita and Putra⁸, learning video media is a medium that presents audio and visuals containing good learning messages containing concepts, principles, procedures of knowledge application theory to help understanding of a learning material. Video is a listening learning material (audio visual) that can be used to convey messages / lesson materials. It is said to appear to be heard because the listening (audio) and visual/video elements (visible) can be presented simultaneously. Sukirman, in Wirasasmita and Putra, learning video is a set of components or media capable of displaying images as well as sound at the same time.

Screencast o matic is a java-based application used to create screencasts on windows, mac, and linux operating systems. The first launch of *screencast o matic* is in 2006, *this screencast o matic* can also record webcam activity. Screencast o matic provides a free software service that can be used to record all the views and motion of the monitor screen, be it cursor movement and click indicators.

Before using screencast o matic need to be done *software* installation on a computer or laptop with the following steps; (1) ready downloaded, double click the software installer *screencast o matic*, (2) after the *pop-up* menu installation (welcome to *the screencast o matic setup wizard*) appears select the button install for continue the installation process ,(3) wait The installation process of the program is finished running, and would appears the next pop up menu , (4) assign check box if you want to start the program and press the *finish* button or vice versa do not check *box* if you do not want to run *software*.

⁶ Susilana, Rusdi dan Riyana Cepi.. Media Pembelajaran. Bandung: CV Wacana Prima. 2008

⁷ Saputro, Sueb Hadi, Veronika Nugraheni Sri Lestari, Imam Suhaemi, Fathoni Rodli, M. Adhi Prasnowo, Muh Barid Nizarudin Wajdi, Mega Achdisty Noordiana, and Futika Permatasari. "Utilization of Whatsapp Application as Communication Media in Language Teaching and Learning at FBS UWKS." In Journal of Physics: Conference Series, vol. 1175, no. 1, p. 012262. IOP Publishing, 2019.

⁸ Rasyid Hardi Wirasasmita, Rasyid Hardi dan Putra, Yupi Kuspani. "Pengembangan Media Pembelajaran Video Tutorial Interaktif Menggunakan Aplikasi Camtasia Studio Dan Macromedia Flash", Jurnal Education 2015, Vol. 10 No. 2, Hal. 262-279.

METHODS

The method used in research is research and development. The research that will be developed is the media tutorial text-based procedure video *screencast o matic*. The development model used in this study refers to the development model according to Borg and Gall. The Borg &Gall development model contains systematic guidance on the steps taken by researchers to make the products they design have eligibility standards.

Borg and Gall's research and development model steps are as follows: (1) Research and information collecting, (2) Planning, (3) Develop preliminary form a product, (4) Preliminary field testing, (5) Main product revision, (6) Main field testing, (7) Operational product revision, (8) Operational field testing, (9) Final Product Revision, (10) Dissemination and implementation.

Based on the Borg and Gall development research model, procedure research conducted by researchers in this development is adapted from the steps of the development model developed by the Borg &Gall but with restrictions. The application of the steps is tailored to the needs of researchers. Given the limited time and funds owned by researchers, the steps are simplified into seven steps, namely; (1) the preliminary stage, (2) the video tutorial media design stage, (3) the video tutorial media creation stage, (4) the validation, (5) the product revision stage, (6) the video tutorial media downloading stage ,and the(7)media evaluation stage.

Data analysis techniques used by researchers are done using quantitative descriptive analysis techniques, namely by analyzing quantitative data obtained from validation questionnaires of media experts, material experts and trials in the field. Data analysis is conducted to determine the level of feasibility, efficiency, effectiveness, and efficiency of learning media. Researchers used a collaboration between skin and quantitative approaches in which quantitative approaches are used to help qualitatively refer to research data.

RESULTS AND DISCUSSION

In the development of learning media, researchers do several stages so that the learning media in accordance with expectations. First, make connotations to the supervisor in drafting the learning media, then made revisions to correct mistakes in the process of drafting learning media that have been made. After the preparation and manufacture of learning media products, the next validation stage is done to several experts, namely media experts and material experts. After the validation stage is complete. Furthermore, product trials were conducted to the research subjects, namely MTS darul Ulum Nglumber Kepohbaru Bojonegoro grade VII students to find out the attractiveness, effectiveness, and efficiency.

Researchers compile defense media ranging from preparing materials from Indonesian subject books and then presented in the form of interesting power points by paying

attention to the content of the material, language, writing, and animation used. After that, researchers began recording or making videos with power point material using *software screencast o matic*.

Media Experts produce an overall average of quantitative data in the form of percentages of **75%** and produce qualitative data with a **decent** category. Material Experts produce an overall average of quantitative data in the form of percentages of **80%** and produce qualitative data with a very **decent** category.

The results of the study of products tested to grade VII students of MTS Darul Ulum Nglumber Kepohbaru Bojonegoro obtained the overall average results on attractiveness, effectiveness, and efficiency of products in the form of quantitative data and qualitative data. The three results are as follows:(a) hasil average overall product attractiveness in the form of quantitative and qualitative data in the form of percentage of **95%** and produce qualitative data with a very **good** category, (b) the result of the overall effectiveness of the product in the form of quantitative data and qualitative in the form of percentage of **92%** and produce qualitative data with **excellent** category, (c) the overall efficiency of the product in the form of quantitative and qualitative data in the form of percentage of **92%** and produce qualitative data with **excellent** categories.

CONCLUSION

Based on the results of this study, the resulting learning media in the form of text learning video procedures based on *software screencast o matic* that can be stored and played on *handphone* or computer.

there is a previous chapter of media developed that has been through the validation stage, revision, and trials on the subject of research, namely grade VII mts students Darul Ulum Nglumber Kepohbaru Bojonegoro which amounts to 10 students, obtained quantitative data and qualitative data from the overall average of video-based learning media products *screencst o matic*. Quantitative data obtained from the results of research questionnaires to students and questionnaire validation media experts and material experts. The results of the study of validated products to media experts and materials as follows.

- a. Media Experts produce an overall average of quantitative data in the form of percentages of **75%** and produce qualitative data with a **decent** category.
- b. Material Experts produce an overall average of quantitative data in the form of percentages of **80%** and produce qualitative data with a very **decent** category.

The results of the study of products tested to grade VII students of MTS Darul Ulum Nglumber Kepohbaru Bojonegoro obtained the overall average results on attractiveness, effectiveness, and efficiency of products in the form of quantitative data and qualitative data. The three results are as follows.

- a. The overall average yield of the product in the form of quantitative and qualitative data in the form of percentage of **95%** and produce qualitative data with **excellent** categories.
- b. The average result of the overall effectiveness of the product in the form of quantitative and qualitative data in the form of percentage of **92%** and produce qualitative data with **excellent** categories.
- c. The average yield of the overall efficiency of the product in the form of quantitative and qualitative data in the form of percentage of **92%** and produce qualitative data with **excellent** categories.

product development media learning tutorial text procedure based video screencast o matic can be utilized to the maximum, it is necessary to give some related suggestions, including:

SUGGESTIONS

Further product development suggestions are as follows:

- a. For all parties who want to develop further products should not only focus on the text material of the procedure, but the development can add other Indonesian materials.
- b. Products should be tested with a wider capacity to get even better product results.

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