

PLANNING AND DEVELOPING MULTIMEDIA WITH MACROMEDIA FLASH 8 PROFESSIONAL TO INTRODUCE INDONESIAN ART AND CULTURE

Sri Setyaningsih^{a)}, Lina Novita^{a*)}, Nuril Fahmi^{a)}

^{a)} Universitas Pakuan, Bogor, Indonesia

^{*)}Corresponding Author: inovtaz@gmail.com

Article history: received 14 August 2020; revised 28 August 2020; accepted 03 September 2020

Abstract. Cultural Arts Education has a role in personal formation or attitude and mentality of children in life, because arts and culture education focuses on needs child development in achieving emotional intelligence and social intelligence. Intelligent emotional is achieved by self-actualization through a sense of feeling to increase sensitivity and appreciation for the subtlety and beauty of art and culture, as well as for competence express it. Social intelligence is achieved through fostering and fostering relationships reciprocal empathic and sympathetic democracy towards Indonesian culture and uphold high human rights in order to respect diversity in society and the state as well having a national perspective with awareness of the rights and obligations of citizens..

Keywords: learning outcomes; sub themes human and environment; media video learning

I. INTRODUCTION

Indonesia is a beautiful country that has the nickname "emerald equator". Consisting of thousands of islands spread from Sabang to Merauke. Each island has a province that has arts and culture that are very unique and interesting to know.

Cultural Arts Education has a role in the formation of personal or attitudes and mentality of students in life, because cultural arts education focuses on the developmental needs of children in achieving emotional intelligence and social intelligence. Emotional intelligence is achieved by self-actualization through a sense of feeling to enhance sensitivity and appreciation of the subtlety and beauty of art and culture, as well as the competence to express it,

Social intelligence is achieved through fostering and fostering empathic and sympathetic democratic relations of Indonesian culture and upholding human rights in order to respect diversity in society and the state and be nationally minded with awareness of the rights and obligations of citizens.

Noting this, it is necessary to conduct scientific research to find an alternative media for learning arts and culture that can facilitate the community, especially students to be able to know, understand, and study Indonesian art and culture, and also be able to attract students to know the diversity of arts and culture Indonesia, so that the introduction of art and culture is no longer a boring thing for students.

This learning media will later be useful for students in preserving cultural arts in Indonesia. This culture in Southeast will be increasingly lost and eroded by time. Because of that, it is necessary to foster a sense of pride towards the motherland. This cultural introduction is presented in the form of maps and animations with attractive displays so that students are motivated to learn and make it

easier to understand cultural arts and culture starting from traditional houses, tribes, and traditional tools, all of which are introduced in the form of animation. Because basically animation is one of the entertainment media which all children really like. (Googling animation function on learning media for students. This is like the findings in research Novita and Anggun [1] which found that video animation media improves student learning outcomes. Likewise with the use of learning media researched Novita, Windiyani, and Fazriani [2], suggests the need for the use of media that can motivate students in the learning process Research on the use of animation and multimedia carried out Nurmayasari [3] suggests that it can be in the form of recording images, sounds, images, films or videos and animation which is a potential material to explain a method, axioma, theory or formula that often very complex that is difficult to teach and learn. In the meantime research Sutisna and Novita [4] suggests the importance of ICT in learning. Thus the introduction of art learning can be planned in introducing a media based on macromedia flash.

The concept of learning media is often interpreted as a tool. This is in accordance with the understanding put forward by Riyana [5] that learning is a tool that can motivate students in learning. Meanwhile Sadiman [6] explained the learning video that displays pictures and sounds. The message presented can be in the form of facts (events, important events, news) or fictitious (such as stories), can be informative, educational or instructional. Next Joseph, et al. [7] proved the influence of the use of interactive multimedia used by teachers in teaching.

Thus it can be interpreted that the opinion of the media helps in conveying material that is difficult to convey and difficult for students to understand. Making media with good planning, will produce a more interesting form of media and of course will be able to motivate students in learning, so that the results of learning can increase.

II. RESEARCH METHODS

The research method used is the method of developing multimedia, namely concept, design, and material collecting, assembly, testing, and distribution [8]. After determining the theme to be made, the next thing to do is to determine the title of learning media. After the theme was chosen, the author finally chose the title of the type of learning media with the title "Introduction to Indonesian Art and Culture". In this learning media, a map of Indonesia will be displayed where there are several stages. At each stage there is a map of Indonesia and the provinces with their respective characteristics in the province.

In designing the learning media contents all ideas and concepts that have been planned are outlined to create this multimedia system. The content design stage is also an implementation of the creative ideas we have. Designing content includes evaluating and selecting message appeal, style in executing word messages (themes). In executing this learning media message consists of several parts, including: 1) The Initial / Start: The initial part of the learning media consists of background and loading, 2) Main Menu: After loading, the main menu consists of three menus, 3) Sound: The part after the Settings button is clicked. In this section, the player can set the sound on this learning media, and 4) Start: Is the part where the learning media is started, this section consists of 3 views, namely: a) First look: Indonesian map image, b) Second display: Indonesian island image, and c) Display Third: contains the province along with Indonesian arts and culture and existing knowledge in the province.

Assembly, the assembly stage is the stage where all multimedia objects are created. Making an application based on a storyboard, flowchart view, or object diagram that comes from the design stage. After the data is collected, the whole creation phase is made in Macromedia Flash 8 software.

Testing (Trial), after doing the assembly phase, the next stage is the testing phase. Testing phase where all data is entered. The trial process is classified into 3 (three) categories, namely: 1) Structural Trial, a trial is made to find out whether the system has been well structured and the navigation process made has worked well, according to what was designed at the beginning of the study also adjustments on interface and layout design. 2) Functional trials are conducted to find out whether the application made is able to function properly or not. 3) Validation testing, a trial process is carried out to ascertain whether the system logic functions are running properly and properly.

Distribution (Distribution), at this stage, the application has been created and stored on storage media such as a flash disk or CD. This is done to introduce the application and also evaluate the media that has been built.

Design Process Stage: Making Concepts consists of 1) setting goals, at this stage the objectives of multimedia are determined, as well as the audience using them. The purpose and audience influence on the multimedia element. as a reflection of identity that wants information to reach the audience. 2) understand the user's character, in this case the

majority of the audience likes the pictures, animations, and sounds that appear. So it does not make the audience get bored quickly and create a more effective learning process. The good side of the audience will be more focused in learning the introduction of Indonesian art and culture. This program is designed to help the audience especially students in the learning process and facilitate the application of material with video and audio animation systems.

Table 1. Description of Concept Design

The object	Description
Title	Learning Media
Audience	Introduction to Indonesian Art and Culture
Duration	General
That image used	-
Audio used	Use JPEG format and PNG
Video used	Music Instrument mp3, Sound effect.wav, Voice narration.

Navigation structure, nn designing this learning concept using a navigation structure, this is done in order to facilitate the preparation of pages on the main menu.

Character adaptation stage, at this stage a sketch of "Si Bolang" is a character on Television. The purpose of taking this character is because Si Bolang is an adventurous animated character. After this character is scanned then convert the file so that editing can be done on the image. At this stage it is done using the SAI Pain Tool software. The steps are as follows 1) Open the SAI Paint Tool program through the start menu, 2) Select File then select Open, 3) Then enter the file that has been scanned, 4) Select the Layer menu then select New Vector Layer, 5) Then select the Curve tool to draw a line and adjust it to the scanned image.

Image Editing and Coloring The editing and coloring of images using Adobe Photoshop CS3 software. This stage is done so that the image or object that has been drawn before look more real and attractive. The steps are as follows: 1) Open the Adobe Photoshop CS3 program via the start menu, 2) Select File then select Open, 3) Then enter the resulting file from sketching in the SAI Paint Tool software, 4) Select the Layer menu then select New Layer to create a special color layer for the object, 5) Then select the Magic Wand tool to make a selection of the part that will be colored, and 6) Then select the paint bucket tool to give color to the object.

User Interface Development Stage, at this stage is the stage of making the user interface that is created using Adobe Photoshop CS3, the following steps are the steps: 1) First of all open Adobe Photoshop cs3, Select new file, 2) Set the canvas size by changing the width of 1044 and the height of 560 pixels, 3) Select the Open file, select the image we want, like the map of Indonesia, then Open, 4) Drag the image into the blank canvas, 5) Adjust the size of the map image to match the size of the canvas by clicking

the Edit menu, select Free Transform or by pressing Ctrl + T., and 6) Arrange the map image as we want.

Voice Narration Making, using audacity software. The voice created is a narration of an explanation of how to use the learning application, the following steps are for making the sound narration: 1) Prepare a micropone headseat, 2) Open Audacity, 3) Click Append Record, 4) Click File -> Export, 5) Type the name of the file then click, and 6) Save.

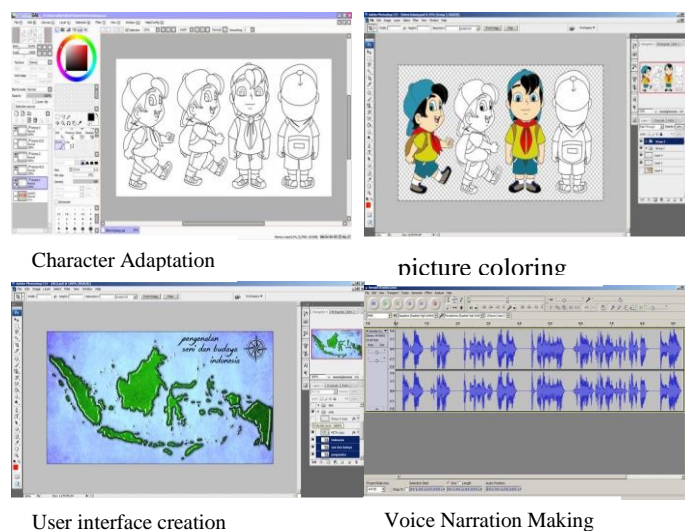


Figure1. Display Development Image

III. RESULTS AND DISCUSSION

The results of research and discussion are presented on the results of the display form along with explanations - explanations about the pages of the learning media applications that have been made.

1. Start Page Intro

The intro page is designed to explain that the application user has entered the learning media opening page. In this intro scene there is a black background, a picture of a book with motion tween and sound effects, animated text coming out of the book with a motion tween effect and sound effect, a button that reads skip with sound effect.

On this page animated text appears from small to large and some text appears rotating. The manufacturing technique is by giving motion tween animation and for the spinning one by arranging the rotation.

2. Intro page 1

On this page displays the title of the application. In this intro scene there is a table and book background, animated text that appears from small to large and a paper image that appears spinning with motion tween, a button that says skip with sound effect .

3. Main Menu Page

On the menu page there are learning points that are the initial buttons starting the learning story, there are four buttons in this scene in the form of buttons that are on

the surface of the map of Indonesia, namely the Start button, Settings, and the exit icon. In this menu the user can choose the start button if you want to start the media and Settings if you want to enlarge and shrink the screen and the sound button to turn on and turn off the sound. Each button or button that is pointed by the mouse cursor button size will change to small, this is made to distinguish the button that is ready to be clicked. As well as music instruments, so the display is more interesting in learning.

4. Page Settings Button

On this page there is a character and a button to adjust the screen, and the sound that the user wants. There are several icons such as full screen, small screen, volume, and close.

5. Homepage Selection Island

This page will begin the beginning of the story of the introduction of Indonesian art and culture. There is an Indonesian map background with navy blue canvas, characters and text. on this page there is also voice narration, and sound effects.

6. Indonesian island page

This page will begin the process of introducing Indonesian art and culture story begins with the voice narration by the character and animated arrow button and text images, so the character can walk to the island he wants to go to. and on this page there are also sound effects and voice narration when arriving at the destination island.

7. Province Map page

On this page tells the introduction of Indonesian art and culture from traditional houses, tribes, traditional tools as well as the unique facts of the province, click on each icon and an explanation of each icon will appear. and there is a character as a symbol that he has reached the province. It is intended that users can really learn and get to know the culture in the province.















8. Structural Trial

This stage is carried out to test whether the structural that has been made runs according to the design. From all the tested pages, the entire page structure is in accordance with the design.

9. Functional Trial

After structural testing, functional testing is then performed, which is done by clicking on each button and looking at the page that the user is aiming for, the functional test results can be seen in the table below.

Table Functional Trials

No	Scene	Button	Function or not
1.	 Main Menu page	 	Function
2.	 Page Settings button	  	Function
3.	 Island Selection Page	   	Function
4.	 Map of the Province page		Function

Based on the results of functional trials, the navigation structure and validation of each page goes well.

IV. CONCLUSION

The conclusions that can be obtained from this research are as follows:

1. This learning media is designed using multimedia development methods and graphic design.
2. This learning media provides a menu of material to help students understand material about the introduction of art and culture
3. This learning media introduction to art and culture provides info about traditional houses, tribes, traditional tools and unique facts that exist in each province.
4. This Learning Media is declared valid by means of a trial run. There are three stages of trials that must be carried out, namely, structural trials, functional trials, application trials so it is feasible to be disseminated in general.
5. Making this learning media using Macromedia Flash 8 software.

Suggestions for further development is to add additions to the main menu such as games ., And on each page the island is given animations and sound effects in the provinces visited, so students become more interested and interactive.

REFERENCES

[1] Novita, Lina dan Novianty, Anggun. 2019. *Pengaruh Penggunaan Media Pembelajaran Audio Visual Animasi Terhadap Hasil Belajar Subtema Benda Tunggal Dan Campuran*. JTIEE, Vol 3 No 1.. h.46-

53.
 [2] Novita, L. Windiyani, T.& Fazriani, R. (2019) Pengembangan Media Pembelajaran Berbasis ICT Pada Subtema Bersyukur Atas Keberagaman untuk Siswa Kelas IV Sekolah Dasar *JPPGuseda/ Jurnal Pendidikan & Pengajaran Guru Sekolah Dasar*. II (2). h.82-86.
 [3] Pramudita, Nurmayasari. 2003. *Penggunaan animasi Dan Multimedia Dalam Software Pembelajaran*. Bogor.
 [4] Sutisna, Novita, I. (2020). Penggunaan Media Pembelajaran Berbasis Teknologi, Informasi, dan Komunikasi dalam Meningkatkan Hasil Belajar Subtema Lingkungan Tempat Tinggalku. *Jurnal Pedagonal, Jurnal Ilmiah Pendidikan*. 4 (1): 01-06.
 [5] Riyana, C.,. 2009. *Media Pembelajaran: Hakikat Pengembangan, Pemanfaatan, dan Penilaian*. Bandung: CV Wacana Prima.
 [6] Sadiman, A.S. 2010. *Media Pendidikan*. Jakarta: Raja Grafindo Persada.
 [7] Joseph B. F., et.al. 1999. *The Effects Of An Interactive Multimedia Program On Teachers' Understanding And Implementation Of An Inclusive Practice*. Jurnal: Sage, Volume 2, pp. 127-142.
 [8] Sugiyono. 2017. *Metodologi Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabedta.