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THE ROLE OF VIDEO SCRIBE LEARNING MEDIA IN IMPROVING STUDENT LEARNING ACTIVITY

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Abstrak

Kegiatan belajar siswa merupakan rangkaian kegiatan belajar yang menyebabkan terjadinya perubahan perilaku belajar pada diri siswa, dari tidak tahu dan tidak mampu. Aktivitas siswa dalam proses pembelajaran sangat dibutuhkan untuk melahirkan motivasi dan rasa ingin tahu yang tinggi. Guru sebagai fasilitator harus mampu menggunakan media pembelajaran yang dapat meningkatkan aktivitas belajar siswa, salah satu media yang dapat digunakan adalah media pembelajaran berbasis video scribe untuk meningkatkan aktivitas belajar siswa. Metode yang digunakan dalam penelitian ini adalah studi literatur yang relevan. Penelitian ini menunjukkan bahwa media pembelajaran video sribe meningkatkan aktivitas belajar siswa dan mampu melakukan berbagai aktivitas pembelajaran yang interaktif. Aktif selama proses pembelajaran, aktif membaca saat diberi kesempatan membaca, aktif mengangkat tangan saat guru bertanya, aktif memberikan pendapat saat diberi kesempatan mengemukakan pendapat, dan aktif bertanya saat diberi kesempatan. Tinjauan pustaka menunjukkan bahwa media pembelajaran video scribe mampu meningkatkan aktivitas belajar siswa dalam proses pembelajaran. Media video scribe direkomendasikan untuk para pendidik khususnya pada mata pelajaran ekonomi bisnis.

Kata Kunci: Media Pembelajaran Video Scribe, Aktivitas, Pembelajaran.

Abstract

Student learning activities are a series of learning activities that cause changes in learning behavior in students, from not knowing and not being able to be able. Student activity in the learning process is needed to give birth to high motivation and curiosity. Teachers as facilitators must be able to use learning media that can improve student learning activities, one of the media that can be used is video scribe-based learning media to improve student learning activities. The method used in this research is a relevant literature study. This study shows that the video sribe learning media improves student learning activities and is able to carry out various interactive learning activities. Active during the learning process, actively reading when given the opportunity to read, actively raising hands when the teacher asks questions, actively giving opinions when given the opportunity to express opinions, and actively asking when given the opportunity. The literature review shows that the video scribe learning media is able to increase student learning activities in the teaching process. Video scribe media is recommended for educators, especially in business economics subjects.

Keywords: Scribe Video Learning Media, Activity, Learning.

INTRODUCTION

Education is a conscious effort to prepare students through guidance, teaching and training activities for their role in the future. The quality of education must continue to be improved in order to be able to improve the times as an effort to prepare quality human resources. Education plays a very important role in increasing reliable human resources. The low quality of education is the cause of the crisis of human resources. Now education is in the age of knowledge with an extraordinary acceleration of the increase in knowledge. This accelerated increase in knowledge is supported by the application of digital media and technology called the information super highway (Wijaya, Sdjimat and Nyoto, 2016). The development of science and technology as a supporter of education cannot be applied optimally in learning if learning in schools is still carried out in the old ways (Chai, 2019).

The old paradigm that has developed in education is understanding in teaching. This kind of understanding must be converted into learning understanding, so that the teacher's function as a teacher turns into a facilitator. Teachers really need to encourage students to use their authority in building ideas. Hartawati, Harjono and Verawati (2020: 185) argues that teachers should not monopolize the teaching and learning process, but provide opportunities for students to express themselves in learning and produce high creativity according to their abilities. The style of learning activities in the present era of knowledge must be adapted to the needs of the present. Learning materials must provide a more authentic design for going through challenges where students can collaborate to create solutions to solve learning problems. Problem solving leads to questions and searches for answers by students who can then look for problem solving in the context of learning using available information resources.

The teaching and learning process will run effectively and efficiently if it is supported by the availability of supporting media. The provision of dynamic, conducive and dialogical media and educational methodologies is very much needed for the optimal development of the potential of students. This is because the potential of students will be more stimulated when assisted with a number of media or facilities and infrastructure that support the interaction process that is being carried out. Media from an educational perspective is a very strategic instrument in determining the success of the teaching and learning process (Rohani: 2019). Because its existence can directly provide its own dynamics for students.

One of the media used in learning, and is believed to be able to further improve students' learning activities is the video scribe media. Video scribe media is also one of the alternative means in carrying out the technology-based learning process. Video scribe learning media can be used as an alternative tool in optimizing the learning process, due to several aspects, including: a) it is easy to package in the learning process, b) it is more interesting for learning, and c) it can be edited (corrected) at any time (Haryoko: 2012). By utilizing computer technology, it is hoped that the video scribe learning media can be used to

deliver more interesting subject matter, including visualization of teaching material material, so that it is more interesting among students. Through the learning media, video scribe can be more interactive and allowoccur two way traffic to in the learning process.

Conventional learning (not using learning media) only tends to be oriented towards the target of mastering the material, for example the conventional approach in learning is memorization (Mahmud, 2020: 125). In terms of mastery of the material, memorization proved successful in improving student learning outcomes, but failed to equip students to solve problems in the long term and also the learning process took a relatively long time. Of course, this has an impact on the learning achievement of students, it is not only an indication that these students have weak learning competencies, but this is more due to the lack of innovation and creativity of educators in transforming knowledge to students. One of the creative and innovative aspects in the learning process is optimizing the video scribe learning media. Video scribe learning media plays a very important role in the learning process. Video scribe learning media can facilitate understanding and strengthen memory, so that in the end it is hoped that students can optimize their abilities and potential, then be able to increase student learning activities on an ongoing basis.

RESEARCH METHODS

Research methods are considered the most important in assessing the quality of research results. The validity of a study is determined by the research method. The method used in this study uses literature study literacy by reviewing various literatures related to the role of video scribe learning media and student activities. The literature review process is an important part of any scientific work or research (Kosztyan, Csizmadia & Katona, 2021). Journals and other documents related to the topic are used as sources of information to find out how the relationship between video scribe learning media and student learning activities is.

RESULT/FINDINGS AND DISCUSSION

Video Scribe

Scribe Video Applications Program is anapplication Open Source Softwaretypes, web-based application that can be used for free (Febrianto& Saputra, 2021: 27). The Video Scribe program is an educational application programming language that was originally created as a learning instrument and educational purpose, not as a tool for making real applications. There are several advantages of this video scribe educational application, namely that it can be used to easily create real whiteboard writing. Videoscribe is a medium that can visualize a concept

that is quite complicated in learning and generates student learning activities (Wahid and Saputra, 2021: 11).

Videoscribe is also a software that can help teachers and students in making animated shows in the form of whiteboards to improve learning activities. Videoscribe has advantages, in this application it can be used online and contains multimedia such as text, photos and audio and can be selected according to the taste of the maker (Octavianingrum, 2016). From the various characters contained in the Videoscribe application, it can arouse the passion of learning, so that students are not bored because learning becomes more interesting. Videoscribe is considered able to improve the quality of the learning process through a combination of video and audio. In this regard, Rahmawati (2012) argues that it is easier for students to understand the concepts of learning materials.

Video scribe is another name for Whiteboard animation video known by many other names, such as sketch videos, doodle videos, video scribing or explainer videos, however, people prefer to call it whiteboard animation. Kholidin, Hudaidah & Safitri (2017: 5) Provide an explanation that Whiteboard animation is where an artist sketches images and text on a whiteboard, or paper or canvas, to illustrate a particular script or narrative. Then the artist records his own work from start to finish. the results of the recorded work are then edited and accelerated so that the images and text match the material. In essence, whiteboard animation is more accurately described as a time-lapse or stop-motion video. Videoscribe has almost unlimited uses, here are some of the ways in which people use Videoscribe/whiteboard animation in their work or daily activities, including: Videoscribe/Whiteboard animation, is used to attract the attention of website or blog visitors, To promote affiliate offers, Promote products or services online or offline, Use videoscribe/whiteboard animation to teach.

The relationship between teachers and students is the most important element in today's modern education system, so teachers must always be present to present subject matter with the help of media that is easily understood by students. It can be concluded that there are so many benefits of learning media including being able to help facilitate teachers in delivering material, making learning more varied and increasing student learning achievement.

Activity

Learning activities are all activities carried out either physically or spiritually during the learning process. Learning activity is one indicator of the desire of students to learn. The learning activities in question are activities that lead to the learning process such as asking questions, submitting opinions, doing assignments, being able to answer teacher questions and being able to cooperate with other students, as well as being responsible for the tasks given. In learning, the activeness of students is demanded, students who do more activities while the teacher guides and directs more (Sumiati: 2013).

The process of learning activities for students is needed to give birth to high motivation and curiosity of students towards the subject matter provided by the teacher, so that these students are able to carry out various interactive learning activities. Student activities are all activities carried out in the classroom during the learning process that produce a behavior that affects student learning outcomes (Fitriani, Hasan & Musri : 2016). In other words, students are required to be active in capturing or receiving subject matter by: being active during the learning process, actively reading when given the opportunity to read, actively raising hands when the teacher asks questions, actively giving opinions when given the opportunity to express opinions, and actively asking questions.

Successful learning must be through various kinds of activities, both physical and psychological activities. Physical activity is active and active students with limbs, loading something, playing or working, not just sitting and listening, watching or passive. Students who have psychic activity (mental) are if their mental power works as much as possible or functions in the context of teaching. All roles and wills are mobilized and directed in order to keep getting optimal teaching results while at the same time following the teaching process (the process of obtaining teaching results) actively being able to listen, observe, investigate, remember, decipher, associate provisions with one another, and so on. Physical activity or physical activity as a visible activity, namely when students conduct experiments, make model constructions, and others. While psychic activity appears when he is observing carefully, solving problems and making decisions (Ristina, Khairil, & Artika: 2020).

When the learning process of a teacher must be able or have strategies to activate his students, so that the learning process in the classroom can be interactive, where students now seem to have low activity in the learning process, a teacher strategy is needed to activate students, namely providing material as attractive as possible, so that students understand what the teacher is saying, often give examples of the material presented in everyday life, often conduct discussion methods, so that students can express their opinions, it is one way to activate students in class, provide student worksheets (LKS), so that students can while reading what the teacher says in class can add insight to students about the material presented by the teacher, then by using a way of providing learning media so that the learning process is more varied (Akyüz & Aydin: 2020).

CONCLUSION

Based on the literature review above, the use of learning using videoscribe media can be concluded that the application of videoscribe learning media has the characteristics that students are interested in learning activities, so that students can participate in learning well, especially increasing students' learning activities, students' higher-order thinking skills, and can also develop the character of students.

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