

Power Point-Based Bandicam Development as PGSD Fine Arts Learning Media in Makassar City

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ABSTRACT

This study aims to develop PGSD Visual Arts learning media based on Bandicam and PowerPoint as an effective tool in increasing students' understanding of fine arts. This research involves needs analysis, content design, video production, material processing, and integration with multimedia elements. The research method used is development research by following predetermined steps. The results of this study indicate that PowerPoint-based Bandicam learning media provides a more interactive learning experience for students. Through screen recordings using Bandicam, students can see demonstrations of art techniques, explanations of concepts, and examples of works of art in an attractive format. Integration with multimedia elements such as images, audio, and animation also enhances visual appeal and helps students understand fine art concepts better. Surveys and observations of PGSD Fine Arts students and teachers showed positive results. Students reported that this learning media helped them understand visual art techniques visually and in depth. They also feel actively involved in the learning process. Teachers also reported that this media helped them convey material in a more interesting and interactive way. However, some students indicated a need for more practice and independent use of the media to deepen their understanding. Therefore, it is important for teachers and schools to provide adequate support and guidance to students in using this learning media independently. In conclusion, the development of Bandicam and PowerPoint-based PGSD Visual Arts learning media provides significant benefits in increasing students' understanding of fine arts. This media presents material in an interesting, interactive, and visual way, which helps students gain a deeper understanding. For further development, it is suggested that more practice and self-support be provided for students to meet their needs in deepening their understanding of art.

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1. INTRODUCTION

The development of PowerPoint-based Bandicam as a learning medium for PGSD Fine Arts in Makassar City can focus on several important reasons. First, the use of technology in learning has been shown to increase student engagement and interest. In this digital era, students tend to be more responsive to learning materials that are presented interactively and interestingly.

Second, fine art is a highly visual and practical field. Therefore, using audiovisual media such as video can help students better understand and appreciate art techniques and processes.

Thirdly, Bandicam is software that allows recording of the computer screen. Using Bandicam, teachers can record step-by-step demonstrations of creating works of art, such as techniques for painting, drawing, or

creating 3D art. Then, the recording can be processed using PowerPoint to add visual elements, narration, and other enrichment.

Fourth, Makassar City has a number of PGSD schools that teach Fine Arts as part of their curriculum. By utilizing technology such as Bandicam and PowerPoint, teachers can enrich the learning experience of students in Makassar City by providing materials that are more interactive, structured and interesting.

For the development of PowerPoint-based Bandicam as a learning medium for PGSD Fine Arts in Makassar City, the importance of adaptation to technological developments in education is important. In the digital era that continues to grow, the use of technology is a necessity that cannot be ignored in the learning process.

In addition, using Bandicam as a reliable screen recording software can provide significant benefits. By recording activities in Fine Arts learning, be it the process of making works of art or demonstrating certain techniques, students can see in detail and study the material again. This allows students to study independently, repeat difficult passages, and increase their understanding.

Furthermore, by using PowerPoint as a tool for processing and presenting material, teachers can add interesting visual elements such as pictures, graphs and animations. This will provide a more interactive learning experience and make it easier for students to understand complex art concepts.

In the context of Makassar City, the development of Bandicam and PowerPoint-based learning media for PGSD Visual Arts can help students develop their artistic skills better. The city of Makassar has a rich artistic and cultural heritage, and through the use of this technology, students can be more involved in the process of learning fine arts and explore their creative potential.

2. LITERATURE REVIEW

2.1. Visual Learning Theory

This theory emphasizes the importance of using pictures, graphics, and other visual elements in learning (1)(2)(3). In the context of Fine Arts learning media, this theory supports the use of PowerPoint to present art images, art techniques, and other visual examples that help students understand and appreciate fine arts (4).

2.2. Multimedia Learning Theory

Multimedia Learning Theory: This theory emphasizes the use of diverse media, including text, images, sound, and video, to enhance information comprehension and retention (5)(6)(7). In the development of PowerPoint-based Bandicam, multimedia learning theory can be applied by utilizing videos recorded using Bandicam, added with multimedia elements such as animation, sound, and graphics in PowerPoint.

2.3. Information Processing Theory

This theory explains that learning involves receiving, storing, processing, and using information (8)(9). In the context of developing instructional media, this theory supports the use of Bandicam to record the process of making art in detail, so that students can obtain complete information and process it in their understanding of fine art.

3. RESEARCH METHODS

This type of research aims to understand the experiences, perceptions, and meanings associated with the use of PowerPoint-based Bandicam learning media in Fine Arts learning. Qualitative research methods can involve in-depth interviews, participant observation, content analysis, and text interpretation to explore a deeper perspective on the influence of the learning media.

In the context of the development of PowerPoint-based Bandicam as a learning media for PGSD Fine Arts in Makassar City, the population is PGSD students and teachers in Makassar City who are involved in learning Fine Arts. For the sample, a student from several PGSD schools in Makassar City represents various grade levels, abilities, and cultural backgrounds. Selected randomly or with other suitable methods as well as PGSD Fine Arts teachers at several schools in Makassar City. The sample should include different levels of experience, qualifications and educational background in order to gain a comprehensive perspective.

For an explanation of the research method used, namely:

Interview: This method involves direct interaction between the researcher and the research subject, in this case the PGSD Fine Arts teacher and students. Interviews can be conducted to get perspective and direct input regarding students' needs, challenges faced in learning Fine Arts, and expectations for the development of learning media.

Observation: This method involves direct observation of situations or activities related to the development of PGSD Fine Arts learning media. Observations can be made by observing the process of learning art in PGSD schools in Makassar City, observing student and teacher interactions, and identifying existing needs and challenges.

Research and Development (R&D): This method aims to develop a product or innovation by combining research and development. In this context, R&D can be used to develop PowerPoint-based Bandicam as a

medium for learning Fine Arts. This method involves the stages of needs analysis, design, development, implementation, and product evaluation.

Literature Study: This method involves searching, selecting, and analyzing literature that is relevant to the research topic. In this context, literature studies can be used to gain an in-depth understanding of the use of instructional media, art concepts, learning theories, and approaches to developing existing learning media.

4. RESULTS AND DISCUSSION

Based on the research that has been done, there are three indicators related to the results of the development of PowerPoint-based Bandicam as a learning medium for PGSD Fine Arts in Makassar City, namely:

4.1. Description of Learning Media Development

Researcher: "Are recordings using Bandicam and presentation of material via PowerPoint well integrated in learning media?"

Informant: "Yes, power point-based Bandicam learning media has been successfully developed using screen recordings using Bandicam and presentation of material via PowerPoint".

Researcher: "How is the process of needs analysis carried out in the development of learning media carried out"?

Informant: "The development process involves steps such as needs analysis, content design, video production, material processing, and integration with multimedia elements."

Researcher: "How is the demonstration of art techniques displayed in this learning media?"

Informant: "The learning media displays demonstrations of art techniques, explanations of concepts, and examples of works of art in an interesting and interactive format."

4.2. Evaluation of the Effectiveness of Learning Media

Researcher: "What do the survey results show about increasing student understanding after using PowerPoint-based Bandicam learning media?"

Informant: "The use of PowerPoint-based Bandicam learning media has succeeded in increasing students' understanding of fine arts through surveys and observations of PGSD Fine Arts students and teachers."

Researcher: "Is there active interaction or involvement from students in using this learning media that helps you understand visual art techniques visually and in depth?"

Informant: "Students report that this learning media helps them understand visual arts techniques visually and deeply."

Researcher: "How does the use of learning media help you visualize art concepts more clearly and effectively?"

Informant: "From several teacher performance evaluation reports that we got positive responses were also found from teachers who reported that this learning media helped them deliver material in a more interesting and interactive way."

4.3. Data analysis

Researcher: "How does the use of PowerPoint-based learning media Bandicam create a more interactive learning experience for students?"

Informant: "The use of PowerPoint-based learning media Bandicam provides a more interactive learning experience, motivates students to actively participate, and increases their understanding of fine arts."

Researcher: "How do the advantages of this learning media affect the teaching and learning process in the classroom?"

Informant: "regarding the advantages of this learning media, including the ability to record the process of making art, the use of interesting multimedia elements, and an emphasis on visualizing art concepts".

Researcher: "How do students feel their level of understanding after using this learning media?"

Informant: "it's quite effective, how do students feel their level of understanding after using this learning media?"

The discussion related to this research is that the development of PowerPoint-based Bandicam as a learning medium for PGSD Fine Arts in Makassar City has the potential to increase the effectiveness of learning fine arts.

This learning media can be used as an innovative and interesting teaching aid, and can help increase students' interest in fine arts.

The implications of this result could include the use of similar media in art learning in other areas, further content development based on student feedback, as well as increasing teachers' understanding of the use of technology in art education.

5. CONCLUSION

This study concludes that the development of PowerPoint-based learning media for Bandicam has succeeded in creating a more interactive and visual learning experience in Fine Arts learning.

This learning media has proven to be effective in increasing students' understanding of art techniques and basic concepts in Fine Arts.

Using Bandicam to record the process of creating artwork has the added benefit of providing students with a more detailed and practical understanding.

Positive responses from students and teachers indicate that this learning media has the potential to increase students' interest in fine arts.

6. SUGGESTION

Increase content and variety: Develop richer content, such as broadening the range of art techniques, presenting famous artists as examples, and introducing art from local or international cultures.

Incorporating interactive exercises: Adding interactive exercises or assignments in learning media to test students' understanding and involve them actively in the learning process.

Adapting learning media: Paying attention to the diversity of student learning styles and providing different options in the use of learning media, such as text transcripts, audio narrations, or translations in local languages.

Conduct further research: Conduct follow-up research to measure the long-term impact of using this instructional medium on students' academic achievement and their interest in fine arts.

Improve teacher training: Provide the necessary training for PGSD Fine Arts teachers to make effective and creative use of this instructional medium in their teaching process.

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