

## DEVELOPMENT OF LEARNING MEDIA AUTOPLAY STUDIO 8 FAVORITE ANIMAL MATERIAL FOR CLASS III SD/MI

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*Submit*, 09-02-2024

*Accepted*, 06-05-2024

*Publish*, 08-05-2024

### ABSTRACT

Media is a teaching aid to convey messages to students during the learning process. The aim of the research is to develop Autoplay Studio 8 Media to find out the validity, practicality, and effectiveness of Autoplay Studio 8-based learning media to overcome boredom in learning. This research adopted the Borg and Gall model with ten stages, which were made into seven stages to develop English language learning media for class III with a total of 20 students at SD Negeri 3 Kandang Kapongan Situbondo. The material content is 98%, and the presentation is 85%, so a total of 91% is in the very decent category. For media experts, there are several aspects that are assessed, including appearance (83%), menu (80%), coloring (73%), font (83%), implementation (83%), and a total of 81%, which is included in the very feasible category. Validation by educators who assessed several aspects of the curriculum was 93%, content was 85%, and media was 88%. If added up, the overall result is 88% in the very suitable category, while the results tested on media students are 90%, the material aspect is 90%, and the benefits aspect is 86%, so it is collected. The total is 90%, so the learning media using Autoplay Studio 8 with animal love material is suitable for use in learning activities, especially in class III elementary school, which is very helpful for explaining more in-depth and can be developed in the form of smartphone software to be more effective and efficient.

**Keywords:** Autoplay Studio 8, Love Animal, SD/MI

### INTRODUCTION

Education is very important to shape and improve the quality of a person. The quality of education in Indonesia is still quite low. This is indicated by the low achievement of student learning outcomes, where student abilities are still not in

accordance with the desired expectations according to the low student achievement index. Education is one of the most important assets that shape human resources. Education can enrich a person's knowledge and help in efforts to improve the quality of education carried out to support national development.

This is a shared responsibility, especially for teachers. Therefore, teachers play a very important role in improving the quality of development and progress of students. The teacher is the central point in the implementation of learning activities because the teacher is a component that is directly related to students, so the teacher is an important component in improving the quality of education (Fajarisman, Widiatsih, et al., 2021).

Many factors affect the quality of education and are also an obstacle for teachers. One of the most important and most difficult things is to increase and foster student interest in learning. Learning interest is a very influential factor in achieving learning success. Therefore, teachers must implement.

This, namely, increases learning interest. Based on previous research conducted by (Sudarto et al., 2022) at school, it was stated that some students complained during learning activities. This is influenced by learning materials and learning activities that are less interesting and boring. So, student concentration is disturbed, and they tend to be unfocused (Legiowati et al., 2023). As in this study, many students are not interested, not interested, and not focused on learning activities because the delivery of learning is still monotonous with a conventional system.

To overcome the problem of boring learning activities, educators usually use interesting learning media to supplement and foster students' interest in playing an active role and being able to participate in fun learning so that students can understand the material they are learning. Learning media is an intermediary in conveying the learning context to students to stimulate them to take part in learning activities so that learning objectives can be achieved, especially in English language learning (Husniyah et al., 2022).

Learning media can provide benefits for students during learning activities, including student understanding and increasing student activeness and creativity. Therefore, learning media is considered very influential in arousing students' curiosity and interest in learning. (Firmadani, 2020). In this case, it is in accordance with the opinion (Rahmawati & Sholeh, 2021) that media is a communication tool that is very useful if implemented in learning process activities. Learning media is a tool to support the success of learning so that learning objectives can be conveyed effectively and efficiently. The purpose of using learning media is so that knowledge can be conveyed effectively to students (Legiowati et al., 2023) (Legiowati, Widiatsih et al., 2023). Therefore, the use of learning media in the classroom is very helpful in fostering students' curiosity and interest in learning so that learning outcomes can be realized (Fajarisman et al., 2021).

Based on the results of interviews with teachers at SD Negeri 3 Kandang Kapongan, Situbondo Regency, activities carried out by teachers still use a conventional system that is guided by textbooks without using learning media, as well as a lack of time to develop learning media. This causes students to feel bored when participating in learning activities that are less creative and innovative. The interview results stated that students' interest in learning was quite low. Most students do not participate in learning because they feel bored and tired, lack enthusiasm, and do not pay attention to the teacher's explanation during learning activities.

The use of conventional methods makes students less motivated to take part in learning, and students' interest in learning is low. This should be optimally utilized when carrying out learning activities in the classroom. However, in reality, there is only one module book available, which makes it very difficult for students to study at home.

The difficulties that students experience when learning can be overcome by their interest in learning. The use of appropriate learning media that is tailored to the learning difficulties experienced by students can increase student interest in learning. This learning media also serves to measure the extent to which the media used can have a positive impact on increasing student interest in learning.

The development of science and technology in education is required to form a learning system that encourages innovation in developing and utilizing technology in learning activities. Over time, the use of technology-based learning media has become increasingly widespread. This allows students to learn well and can increase students' curiosity and interest in learning. Teachers must be able to choose which learning media is suitable for learning activities in the classroom. Teachers must know what kind of learning can trigger curiosity and interest and make it easier for students to understand the material that has been delivered well.

To increase effectiveness in learning, it is expected that the use of information and communication technology (ICT) and teaching aids that support the success of learning can overcome problems that occur, such as lack of concentration, lack of fun, and lack of attention when the teacher explains. (Rahmawati & Sholeh, 2021). The above problems are one of the factors that cause students' curiosity and interest in learning to decline. By utilizing appropriate technology-based learning media, it can support the achievement of learning objectives (Tazkya et al., 2022).

Autoplay Studio 8 is a learning media that can be used in teaching and learning English in the classroom. Autoplay Studio 8 is a software that develops interactive learning media to attract students' attention. Autoplay Studio 8 software can combine text, images, videos, sounds, and others to be packaged into a learning media. (Sudarto et al. 2022). Autoplay Studio 8 is a learning media that is relatively easy to develop and not complicated like other software (Fajarisman et al., 2021).

Using Autoplay Studio 8 media is more practical and efficient for students. This media does not require installation and command coding, which is often called linking. Therefore, students are more interested and focused in following the learning process. This media can be opened immediately so that students are more interested and focused during learning activities. This is in accordance with research conducted by (Cynthia et al., 2023) that this media can affect learning outcomes that utilize Autoplay Studio 8 learning media.

The results showed that the post-test scores were better than the pretest before utilizing the development of learning media with Autoplay Studio 8. The use of this media can increase the effectiveness and high interest in learning so that curiosity arises. Autoplay Studio Media 8 also has advantages and disadvantages. The advantages of Autoplay Studio 8 are that it can be used as a very effective and efficient learning resource, and indirectly, the learning process can be controlled (Alibraheim et al., 2023). Teachers find it easier to deliver material that not only contains text that explains the theory and explanation but also videos and quizzes that can be used to find out learning outcomes directly.

Fitria (2023) states that English is a universal and important language to master in Indonesia. English is used as an international language and has an important role in education in Indonesia. Although English is taught in schools, there are still challenges in improving English proficiency in Indonesia (Liando et al., 2023). Learning English can present various problems that learners may face, especially for those who are just starting out or experiencing certain difficulties. Below are some common problems you may encounter when learning English. Teaching English to elementary school students requires a fun and interactive approach using Autoplay Studio 8 learning media.

## **LITERATURE REVIEW**

### **The Role of Autoplay Studio as a Learning Tool**

In the digital age, technology has revolutionized the way we learn and acquire knowledge. One such innovative tool that has gained traction in the field of education is Autoplay Studio (Pratiwi et al., 2023). Autoplay Studio is a multimedia platform that enables interactive and engaging learning experiences through a combination of videos, animations, quizzes, and other interactive elements. This article explores the role of Autoplay Studio as a medium for learning, highlighting its benefits, challenges, and implications for education.

### **Benefits of Autoplay Studio in Learning**

#### **Engagement and Interactivity**

Autoplay Studio fosters active participation and engagement among learners through interactive content. By incorporating videos, quizzes, and simulations, learners can interact with the material in a more dynamic and immersive way, leading to better retention and understanding of the concepts.

#### **Personalized Learning**

One of the key advantages of Autoplay Studio is its ability to cater to individual learning styles and paces. Learners can progress through the material at their own speed, revisit challenging topics, and receive immediate feedback, allowing for a more personalized learning experience.

#### Accessibility and Flexibility

Autoplay Studio provides a flexible learning environment that can be accessed anytime, anywhere, as long as there is an internet connection. This accessibility allows for greater flexibility in learning, enabling students to learn at their own convenience and pace.

#### Cost-Effective

Implementing Autoplay Studio as a learning tool can be cost-effective in the long run, as it reduces the need for traditional classroom resources and materials. It also eliminates geographical barriers, making education more accessible to a wider audience (Legiowati, Widiatsih, et al., 2023).

### **The Positive Impact of Using Learning Media for Students**

In the realm of education, the utilization of various learning media has become increasingly prevalent and essential in enhancing the learning experience for students. These learning tools encompass a wide range of resources, such as videos, interactive software, simulations, and online platforms that cater to diverse learning styles and preferences. The positive impact of integrating learning media into educational settings for students is profound and multifaceted (Legiowati, Fajarisman, et al., 2023).

#### **Enhanced Engagement and Interest**

One of the primary benefits of using learning media is the heightened engagement and interest it evokes among students. Visual aids, interactive exercises, and multimedia presentations serve to capture students' attention, making the learning process more dynamic and stimulating. For instance, watching a video or participating in a virtual simulation can transform abstract concepts into tangible, relatable experiences, thereby fostering a deeper understanding and retention of knowledge (Abbas et al., 2024).

#### **Catering to Different Learning Styles**

Every student has a unique learning style and pace at which they absorb information effectively. Learning media offers a versatile approach to cater to these diverse needs. Visual learners may benefit from infographics and diagrams, auditory learners from podcasts and audio resources, and kinesthetic learners from interactive simulations and hands-on activities. By accommodating various learning styles, learning media promotes inclusivity and accessibility in education (Yin et al., 2020).

#### **Facilitating Self-Paced Learning**

Learning media empower students to take control of their learning journey by enabling self-paced learning. Through online platforms and digital resources, students can revisit challenging topics, access additional materials, and progress at

their own speed (Wan et al., 2020). This autonomy fosters a sense of responsibility and independence in students, encouraging them to actively engage with the learning materials and take ownership of their education.

### **Encouraging Critical Thinking and Creativity**

Interactive learning media often prompt students to think critically, solve problems, and apply knowledge in practical contexts. For example, educational games and simulations challenge students to make decisions, analyze outcomes, and adapt their strategies based on feedback. Such activities not only enhance cognitive skills but also nurture creativity, innovation, and adaptability – essential qualities in today's rapidly evolving world.

### **Fostering Collaboration and Communication**

Certain learning media, such as collaborative online platforms and discussion forums, facilitate peer-to-peer interaction and communication. Students can engage in group projects, share ideas, and provide feedback, fostering a sense of community and collaboration. These opportunities for social learning promote teamwork, communication skills, and empathy – valuable competencies that extend beyond the classroom (Friedrich et al., 2021).

In conclusion, the positive impact of utilizing learning media for students is evident in its ability to enhance engagement, cater to diverse learning styles, facilitate self-paced learning, encourage critical thinking, and foster collaboration (Nadrah, 2023). By harnessing the potential of learning media effectively, educators can create enriching and interactive learning environments that empower students to thrive academically and personally.

## **METHOD**

This research uses a development model that produces products and has tested the effectiveness of these products. To produce this product, a needs analysis was used and tested to determine how effective the product was so that it could function and be useful to the wider community, so research and development were gradual.

This research was designed by adopting research developments from Borg and Gall (Setyowati et al., 2021). In this model, there are ten stages in designing this learning media, but there are seven steps. This was done due to considerations for developing Autoplay Studio 8 learning media, which was done simply to test the product produced by the researcher. as shown in the following model image:

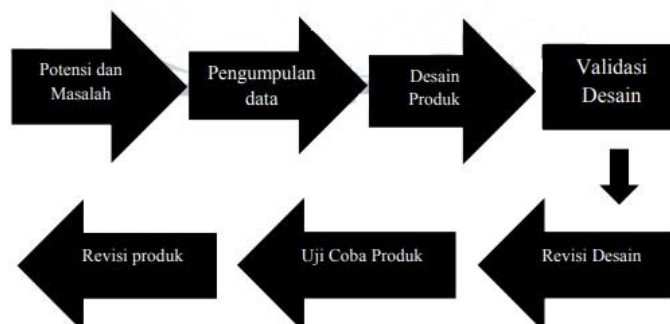


Figure 1: Development Model

In development research, which is research that shows several stages in the process of developing learning media or products developed by researchers, namely interactive CD using Autoplay Studio 8 software. This media was developed for learning activities, which will be assessed by validation from media experts, material experts, and some who use learning media, such as students and teachers, so it is hoped that this autoplay media can be used for class III English learning activities at SD Negeri 3 Kandang Kapongan Regency Situbondo with Love Animal material.

The data resulting from material and media validation of learning media using Autoplay Studio 8, which has been developed, is analyzed descriptively to determine the feasibility level of the learning media being developed as well as the material revision stages of the product that has been developed. The level of feasibility and revision of this learning media is guided by the criteria for the level of validity, practicality, and effectiveness of using learning media.

**Table 1: Product Eligibility Categories**

Percentage	The Validation Criteria
86-100 %	Very valid/practical/effective
75-86%	Valid/ practical/ effective
65-74%	Quite valid/practical/effective
55-64%	Less valid/practical/effective
0-54%	Very less valid/practical/effective

## FINDING

This researcher adopted developments from Borg and Gall. In this model, there are ten stages in designing this learning media, but there are seven steps. This was done due to considerations for developing Autoplay Studio 8 learning media, which was done simply to test the product produced by the researcher.

### The Potential and Problems

The learning media used in providing material to students developed by researchers is Autoplay Studio 8 software. This technology is one of the learning media using computers, which can be used as learning media in schools that have several supporting facilities, including projectors and laptops, to give a different impression from previous learning activities.

Based on the results of interviews with English teachers at SD Negeri 3 Kandang Kapongan, there were several obstacles when learning activities took place, including students often feeling bored and not enthusiastic about participating in the learning, especially in learning English with the theme of love animals.

Based on the description above, there are several reasons for the potential problems of this research. First, schools have infrastructure that can be used as potential for classroom learning activities, such as projectors, computers, and other

devices that support learning process activities. Second, students are less enthusiastic about participating in ongoing learning. And third, teachers only use books and whiteboards during classroom learning activities.

### **Data collection**

The researchers collect data to support the research process and as material for planning the creation of learning media products using Autoplay Studio 8 software, which is expected to be an alternative learning media that solves existing problems. The data required is as follows :

Core Competencies and Basic Competencies

Core Competencies

- 1) Accept, practice, and respect the religious teachings they follow.
- 2) Be honest, disciplined, responsible, courteous, caring, and confident in interacting with family, friends, teachers, and neighbors.
- 3) Understand the factual knowledge by observing [hearing, seeing, reading] and asking questions based on curiosity about themselves, God's creatures and their activities, and objects they encounter at home, school, and playground.
- 4) Present factual knowledge in clear, logical, and systematic language, in aesthetic work, in movements that reflect a healthy child, and in actions that reflect the behavior of a faithful child and noble character.

Basic Competencies

- 1) Understand words, phrases, and sentences related to the love of Animals and Vegetables
- 2) Practice reading texts related to the love of Animals and Vegetables

The Book

Books are data for designing learning materials and references for the process of creating learning media, especially English, for the process of developing learning media with Autoplay Studio 8. Journals and the internet are sources that support the development of learning media, such as pictures and videos.

### **Product design**

The researcher designs products that are tailored to the data and needs of the learning process. The design produced by the author is as follows :

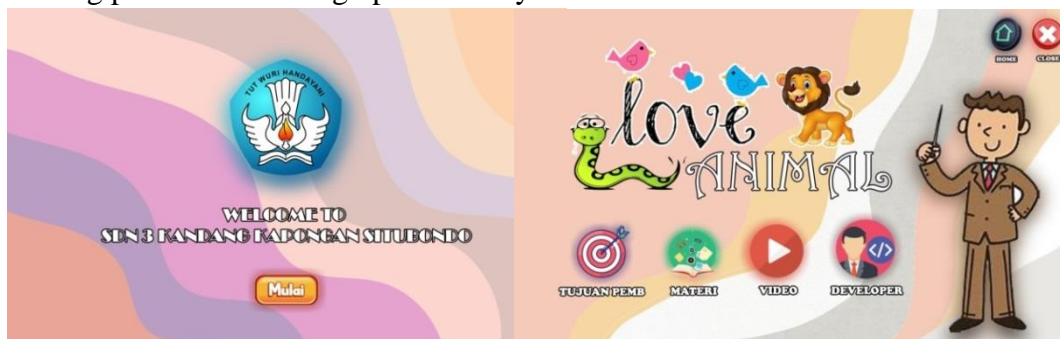


Figure 2: Intro

Figure 3: Main menu



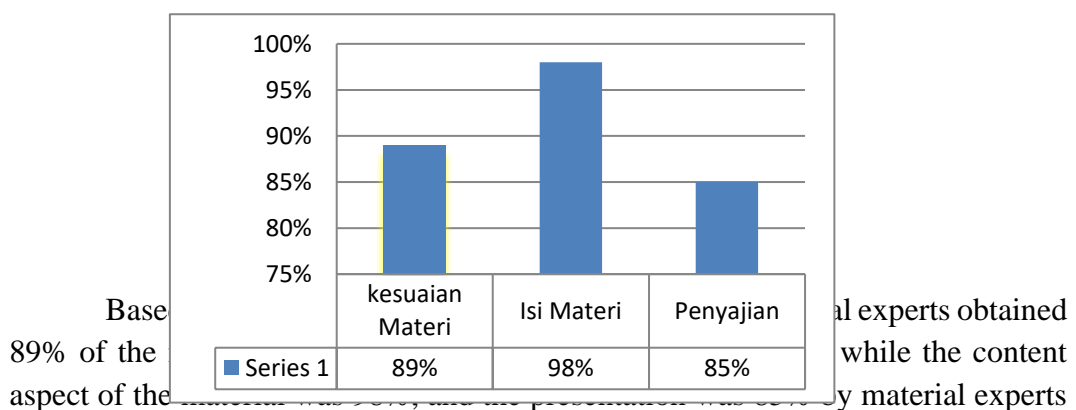


## Design Validation

### Material Expert Validation

Testing the suitability of the product and material content packaged using Autoplay Studio 8 software, the results of which are two types, including material validation and media validation of research results with material expert validation results consisting of and assessed from the aspect of suitability of the material with KI and KD, material content and graphical presentation below:

**Graph 1: Material Expert Validation**



Base  
89% of the  
aspect of the

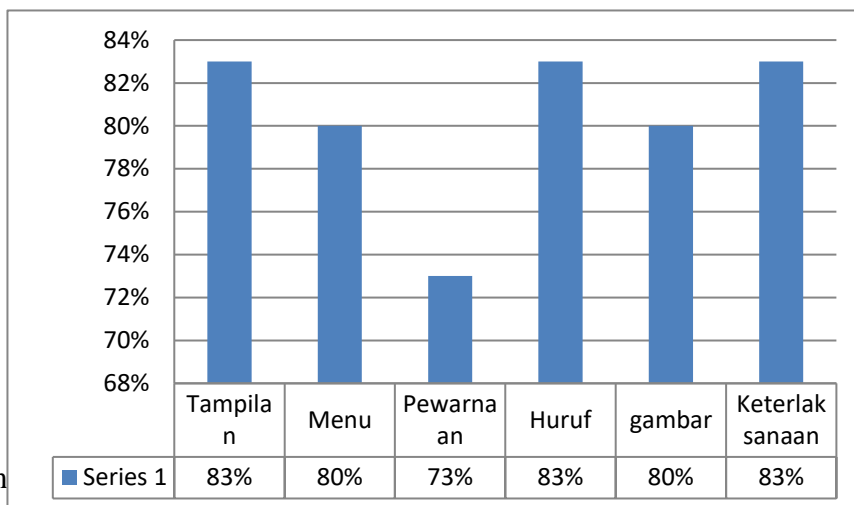
al experts obtained  
while the content  
y material experts

based on Autoplay Studio 8 learning media, so the total is 91%, so it is stated that it is very suitable to fill the material with KI and KD with love animal material.

### Media Expert Validation

Material validation experts fill out questionnaires to evaluate learning media using Autoplay Studio 8 from several aspects, including appearance, menus, coloring, letters, images, and workability, which are presented with the graphic results below:

**Graph 2: Media Expert Validation**

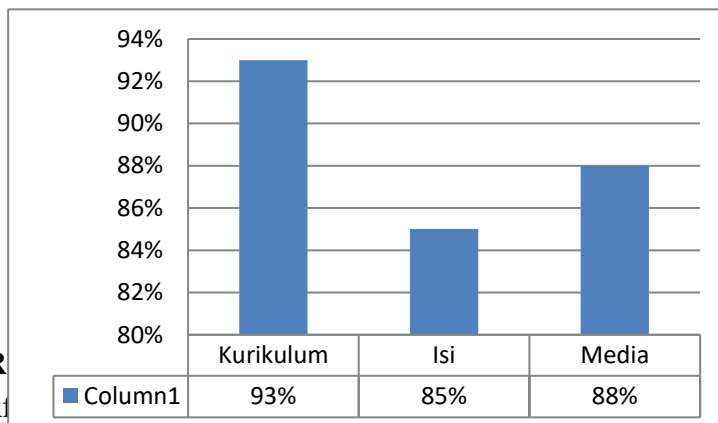


from images received a score of 80% and 83% workability by material experts in Autoplay Studio-based learning media. 8. Total results Overall, 81% were declared very suitable for use as learning media based on Autoplay Studio 8 with the subject matter of love animals.

**Teacher Validation**

The teacher validates by filling out a questionnaire, which is used to assess several aspects, including curriculum, content, and materials. Each aspect got a very decent score, including the curriculum (93%), the content (85%), and media (88%). The overall average score is 88%. This is in the very feasible category, which is presented in the graph as follows :

**Graph 3: Teacher Validation**



**Design R**  
**A**

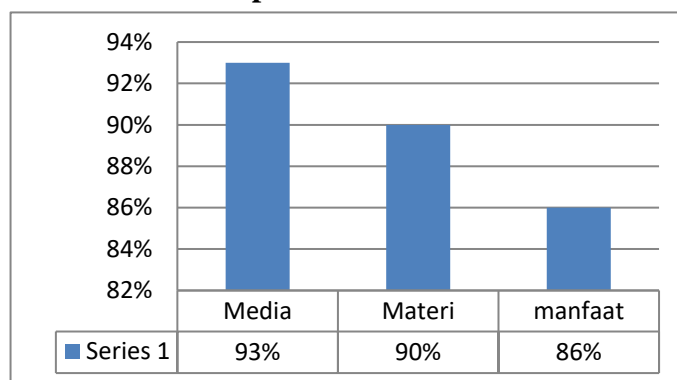
and the material obtained from the validator experts revise the initial product design, such as the writing, size, and background, to beautify it and adjust the contrast to match the color of the writing so that it looks better. Apart from that, the teacher's assessment of the Autoplay Studio 8 learning media is in accordance with the criteria and feasibility. Therefore, the learning media can be tested and practiced in schools.

**Product Trial**

The results of the learning media trial using Autoplay Studio 8 software, which was carried out in Class III of SD Negeri 3 Kandang Kapongan, Situbondo

Regency. After the trial was carried out during the learning process, the students were asked to fill out a questionnaire that had been provided by the researcher to find out the effectiveness of using learning media with Autoplay Studio 8. Based on the results of the student questionnaire, the percentage score for the feasibility of learning media from the media aspect is 90%, the material aspect is 90%, and the benefits aspect is 86%, so the average value is 90%, and this can be stated as very suitable for use as a learning media. Therefore, the researcher presented the data results with graphic images as follows:

**Graph 4: Product Trial**



### **Product Revision**

After conducting the trial, the follow-up was to revise the product based on the results of the trial that had been carried out on learning media using Autoplay Studio 8 software with love animal material. These results show that it is very suitable for use as a learning media, and no problems were found in several aspects that had been tested previously. There were no revisions to the Autoplay Studio 8 learning media regarding love animal material.

### **DISCUSSION**

Learning media is a very important tool in the education process. With its advanced capabilities and various features, Autoplay Studio 8 has great potential to improve the quality of learning. In this article, we will discuss various aspects related to the use of Autoplay Studio 8 learning media in the context of education in previous research.

Research that is relevant to this study, namely research by (Sofyan & Pradipta, 2021) entitled "Development of Interactive Learning Media Based on Autoplay Media Studio 8 on Algebraic Derivative Function Material" aims to produce learning media using autoplay studio 8 software. The results of the research validation results of material experts and media experts can be concluded that the material is included in the "very feasible" category with a percentage of 100%, while interactive learning media is included in the "feasible" category with a percentage of 100%. The results of the small group trial of interactive learning media developed were "very feasible" with a percentage of 58%, while the results

of the large group trial were "very feasible" with a percentage of 71%. Students are interested in interactive learning media based on Autoplay Media Studio 8 on the derivative material of algebraic functions. So it can be concluded that this media is suitable for use in learning math.

Then, another research was conducted by (Nur Sabila et al., 2021) "Autoplay-Based Learning Media Development in Engineering Drawing Class X Audio Video Engineering at SMK Perguruan Cikini". In research developing a learning media based on Autoplay Studio 8, the results can increase students' enthusiasm for learning and learning is more interesting. With the results of the research, the results of the feasibility test of autoplay-based learning media by material experts are categorized as feasible with a percentage value of 74%, media experts are 87% with a very feasible category and the results of the respondent trial are categorized as feasible with a percentage value of 75%.

## CONCLUSION

Based on the learning media results of research and development, it is concluded that learning media uses Autoplay Studio software, which has been developed with several software assistance to support the development process, including Microsoft Word, Corel, and Capcut. Then, based on the feasibility score assessment that has been explained above by material experts, media, educators, and students, it can be concluded that the Autoplay Studio 4 learning media is very suitable to use at SD Negeri 3 Kandang Kapongan, Situbondo Regency.

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