

Development of Digital Learning Media Helped Capcut on Theme Care Against Living Things in Class IV SD

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Abstract. This research is to find out the Development of CapCut-Assisted Digital Learning Media on the Theme of Caring for Living Creatures. The research design that I used in this study was Development or Research and Development (R&D). The model used in this development is the ADDIE model. The research subjects of the development of CapCut-assisted digital learning media are media design experts, material experts. The object in this study is CapCut-assisted digital learning media on the theme of caring for living things which was created to assist teachers in thematic learning of class IV SD. Research on product development in the form of digital learning media assisted by CapCut on the theme of caring for living things for class IV SD NEGERI 0209 BAHAL BATU, which will be carried out in June 2023. To analyze the data collected from the questionnaire it can be grouped into 2 types of data, namely descriptive qualitative and quantitative descriptive. Qualitative data were obtained from a questionnaire containing criticism and suggestions from media and material validator experts. The data obtained as a reference for revising the product being developed. The data obtained as a guideline for revising the resulting product. Based on the results of the calculations above, the overall assessment results from material experts reach 70%. If the percentage obtained reaches 61% to 80% then the CapCut-assisted digital learning video is categorized as feasible. From the calculation above, it is obtained that the percentage is 70%, so the CapCut video is categorized as feasible. Based on the results of material expert validation, learning material on the theme of caring for living things through CapCut interactive video is feasible to be developed in science learning with a percentage of 80%, this means that learning media is included in the "decent" category.

Keywords: Media, Digital, Capcut

I. INTRODUCTION

Learning media is tool that can help the learning process teach so that meaning which message be delivered become more clear and purposeful education or learning can achieved with effective and efficient , which can be increase results Study student with exists learning media , learning process teach become easy and interesting so that student can understand and understand lesson with easy . Learning media give interest participant educate in understand material learning for develop knowledge. The use of learning media in class as delivery lesson become more standard, learning Can more interesting, learning become more interactive, time learning can more short, get increase attitude positive participant students, the role of the teacher can changed towards more positive.

Learning thematic is one of the learning models integrated or integrated includes a number of eye lessons that are tied in themes certain. Learning thematic is learning to use theme in hook a number of eye lesson so that can give experience meaning to students and meaning as designed learning based on themes particular, in the discussion theme That reviewed from various eye lesson. Because the use of this media is very influential big to enthusiasm and motivation in study, and also students will easy understand the material conveyed. So researcher interested For develop more learning media varied and facilitate the teacher in convey material learning, that is researcher lift title” Development of Assisted Digital Learning Media *CapCut* on the Caring Theme to Living things in class IV SD ”.

II. METHODS

Design Study

My research design use in study This is Development or *Research and Development (R&D)*. Models used in development This that is model ADDIE. Model ADDIE is model development Which own five stages , that is analysis (*Analysis*), Design (*Designs*), development (*Development*), Implementation (*Implementation*), And evaluation (*Evaluation*) . But in study I This only using 3 stages that is analysis (*Analysis*), Design (*Designs*), development (*Development*) .

Procedure Study

Procedure development Which done use design system learning ADDIE. Steps media development pursued in study This through 5 stages , including *Analysis* , Design , *Development* . *Implementation* , *Evaluation* . But in study This using 3 stages Because researcher limit study with reason in accordance with raised title that is only developing assisted digital learning media *CapCut* will validated by ahli material and media expert for know eligibility so that later will be implemented by the class IV teacher to student . Model development ADDIE can depicted in chart in lower

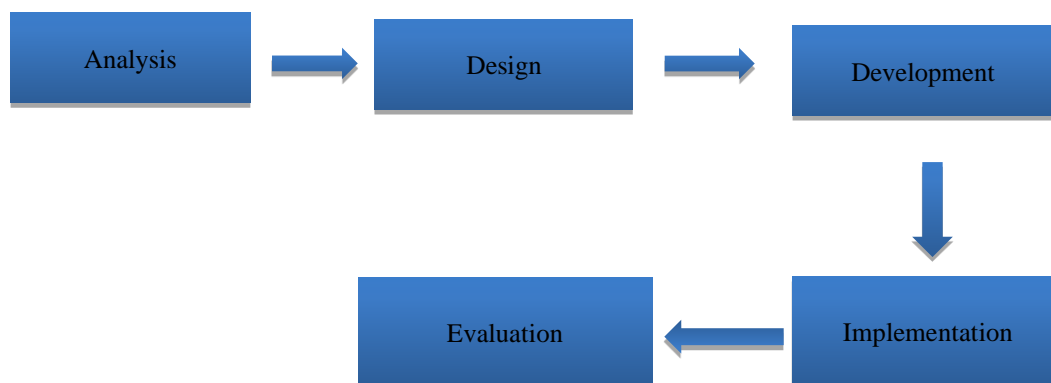


Figure 1 EDDIE Development Model

Instruments And Technique Collection Data

Data collection instruments and techniques used in research and development of assisted digital learning media *CapCut* theme care to creature life is observation , interview , questionnaire and documentation

Data Analysis Techniques

For analyze data Which collected from questionnaire can grouped become 2 type data, that is descriptive qualitative and descriptive quantitative. Qualitative data obtained from questionnaire containing criticism and suggestions from validator expert media and materials. Obtained data asreference For do product revisions developed. Data obtained as guidelines For do product revisions Which generated . Whereas data quantitative in study that is data Which obtained from questionnaire given by the validator media experts and experts material that has accepted before. For know appropriateness media The *CapCut* developed , questionnaire Which given use scale *Likert* that five level criteria Then analyzed through calculation average percentage flat score items on each answer from every question in questionnaire.

Table 1. Likert scale

C	Score
Very Worthy	5
Worthy	4
Enough Worthy	3
Not enough Worthy	2
No Worthy	1

III. RESULTS AND DISCUSSION

Research Results

How to Design Assisted Digital Learning Media *CapCut* On The Theme of Caring To Living Things In Class IV Elementary School

Following This is method *CapCut* video creation :

1. Open it *CapCut* .
2. After Then , select the "+" icon in the "New Project" menu.
3. Next , choose Photo or video to be edited with select "Add".
4. Wait briefly the addition process finished done .
5. Next , user automatic enter to editors page .
6. You can also add other videos done with select the "+" icon earlier .
7. Temporary For To add audio, select the "audio" icon. Song got chosen in accordance need from smartphones.
8. Select the "Sounds" menu.
9. Take your pick song For entered as required in the "Your Sound" menu.
10. do it timeline settings for song the with choose music the .
11. If so , select the "Mute Original Video" menu. User can choose more from One song during editing .
12. Besides audio, users can also give addition text , effects , and also stickers to make the video more attractive maximum .
13. User can remove the *CapCut* logo at the end with Select the "Delete" menu.
14. When the editing process is complete , select the "Export" menu next to it right screen .
15. Next , determine the frame rate and resolution .
16. If so , select the "Export" menu and wait A moment until the file transfer process is complete .
17. There is also a "Share" menu button for share edits to social media.
18. After all When finished , select the "Done" menu.

Appropriateness Development of Assisted Digital Learning Media *CapCut* On Terduli Theme To Living Things In Class IV Elementary School

Analysis Data Results Validation Expert Material

The product validation test assessment for material experts is carried out by the verification results of material experts in the form of material quantitative and qualitative, namely form criticism/suggestion. Quantitative data comes from a Likert scale evaluation questionnaire, and data Qualitative sources come from questionnaires in the form of criticism/suggestions from verifiers or material experts. Following explanation

data material expert verification. Following table results from validation by expert material :

Table 2. Results Validation product in Look from Aspect Material

No	Aspects assessed	Score					Information
		1	2	3	4	5	
Material Presentation							
1	suitability material with competence basis and indicators you want accomplished on the theme care to creature life				✓		Worthy
2	suitability material with objective desired learning accomplished on the theme care to creature life		✓				Less Eligible
Material Accuracy							
3	Accuracy title material with content material presented on the theme care to creature life			✓			Enough worthy
4	Election presented material in accordance with learning theme care to creature life			✓			Decent Enough
5	suitability material the lessons presented based on environment participant educate			✓			Decent Enough
6	Sample images are presented in accordance with material presented on the theme care to creature life					✓	Very Worth it
Material Update							
7	convenience in understand material theme care to creature life				✓		Worthy
8	downfall material care to creature life			✓			Decent Enough
suitability With Development Learners							
9	suitability appearance illustrations / images presented in the material in accordance with level development participant educate on the material theme care to creature life				✓		Worthy
10	There is interaction direct with participant educate in use			✓			Decent Enough

	material theme care to creature life						
Display and Language							
11	The images included in the material are very interesting so that student No easy bored			✓			Decent Enough
12	Image used in accordance with the material studied and varied so that make student interested in follow learning			✓			Decent Enough
13	Election letters on the material and clear sentences For make it easy understanding student					✓	Very Worth it
Amount		45					Valid

Analysis Data Media Expert Validation Results

Evaluation test validation product for media experts done to Experts in the field of media being validator media learning. Quantitative data comes from a Likert scale evaluation questionnaire, and qualitative data sourced from a questionnaire in the form of criticism/suggestions from the verifier. The following is an explanation of the data verification media expert. Following Table Results from Validation By expert Media :

Table 3. Results Product validation in Look from Media Aspect

No	Aspects assessed	Score					description
		1	2	3	4	5	
CapCut Media Design View							
1	Initial media display interesting				✓		Worthy
2	Display using animation move				✓		Worth it
3	In the media have many very interesting filters and effects			✓			Decent enough
4	Have many different temples			✓			Decent enough
5	Can have own templet			✓			Decent Enough
6	Can be used offline or online accordingly with need We				✓		Worthy
7	resulting video results quality tall				✓		Worthy
8	Inserted audio into the media is very clear to hear and can be changed to various character voice					✓	Very Worth it
Language							
9	In the media also made appropriate text with explanation and use easy simple language understood participant educate					✓	Very Worth it
10	And also inside text it's done together with clear audio					✓	Very Worth it
Fill							
11	Cover view that can interesting attention participant educate				✓		Worthy

12	The suitability of the video in the appropriate media with material care to creature life				✓		Worthy
13	Fonts used in clear media			✓			Decent Enough
14	Explanation the material in the video is appropriate with created text					✓	Very worth it
Amount		56					Valid

Discussion

Development of learning media that is video *CapCut* This can accessed via the link provided, for make it easy student in use *CapCut*. Assisted Digital Learning Media interactive *CapCut* This containing learning about care to creature intended life for student fourth grade elementary school.

This product development has advantages and disadvantages. The advantages of using *CapCut* include: Providing various practical menus that make learning material more interesting and make it easier for students to understand the learning provided by. *CapCut* is easy-to-use software and has an interactive tutorial program, which allows the publication of content offline or online through various platforms such as personal websites, CDs, word processors, or learning management systems (LMS).

However , weakness from use *CapCut* is cost licence For get the software . Although learning media interactive based *CapCut* designed for video making, it is suggested that the teacher remains continue explanation material verbally for increase understanding student to material. This can increase motivation student in learn and develop Skills technology.

IV. CONCLUSIONS

Conclusion

Based on the research that has been done, based on the calculation results above, the overall assessment results from material experts reach 70%. If the percentage obtained reaches 61% to 80% then the *CapCut-assisted digital learning video* is categorized as feasible. From the calculation above, it is obtained that the percentage is 70%, so the *CapCut video* is categorized as feasible. Based on results validation expert material, Media learning interactive *CapCut* worthy For developed in Science learning with percentage 70% p This means media learning including in category “ worth ”. In matter This researcher No need do revision .

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