

# Development of Interactive Learning Media Helped Kine Master on Themes of Objects, Animals, and Plants Around Me Class 1 SD

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**abstract.** Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character and the skills needed by themselves and society. This type of research uses development research methods. or Research and Development (R&D). Research methods are used to produce certain products and test the effectiveness of these products. This research is intended to develop interactive learning media assisted by Kine Master with modifications to the design of the ADDIE model development which consists of several stages including analysis, design, development, implementation and evaluation. From the results of the needs analysis, namely researchers looking for solutions by developing products in the form of interactive learning videos with the help of Kine Master Themes Objects, Animals and Plants Around Me Class 1 SD which can facilitate teachers and students in the learning process . The results of the curriculum analysis can be described as follows: The 2018 revision of the 2013 curriculum has been used at PELITA Vocational Schools and the learning objectives in the media are from learning indicators, because not all material can be conveyed through interactive learning. Kine Master-assisted media, it is necessary to select learning materials that are guided by the Core Competencies and Basic Competencies of Grade 1 Elementary School semester. Based on the results of research and development that has been carried out by researchers it can be concluded that research and development uses stages with the ADDIE model which is modified into 3 stages, namely: analysis, design, and development have resulted in a product in the form of interactive learning media videos assisted by Kine Master on the themes of objects, animals and plants around me.

**Keywords:** Development, Learning, Kine Master

## I. INTRODUCTION

Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character and the skills needed by themselves and society. Interactive Learning Media has an important role to increase interest in learning, especially in low grades, because low grade students are not yet able to think abstractly, so the material taught by the teacher needs to be visualized in a more concrete/real form. In my opinion, the use of interesting interactive learning media is quite effective today. To make it easier for students to understand the material provided by the teacher, a teacher is able to understand and have the skills to develop various effective, creative and enjoyable learning models in a professional manner to be given to their students. Based on the results of my interview at Pelita Private Elementary School, that in that school some teachers still use thematic books only in the teaching and learning process as the media, but some teachers have used learning media including learning media with the help of Kine Master media in their teaching and learning process, only it's just that the media presented by the teacher is limited to the form of ordinary writings and pictures without any interesting touch of animation or sound. Thus resulting in a class that is not conducive, students are not enthusiastic, bored, busy with their own world, difficult to direct, learning does not take place and is conveyed properly, ethics towards teachers and playmates is concerning, also resulting in students experiencing a decrease in their level of understanding in learning, and What is even more heartbreaking is that student achievement has also decreased, so that educational goals cannot be achieved properly.

According to (Hasibuan, 2021) The current conditions and education system have changed the pattern of teacher assignments from instructors

who is in charge of conveying subject matter becomes a facilitator who makes learning easy. The rapid development of technology raises questions about the teacher's duties as a teacher, is it still necessary for the teacher to teach in front of the class alone, write material on the blackboard then assign students to copy it, and so on. For this reason, teachers must always develop their potential professionally in accordance with current technological developments so that the teacher's task as a teacher is still needed.

According to (Hanisah & Fata, 2022) Based on the problems above, the researchers provide a solution to implement video learning media using the kinemaster application. The purpose of using video media is to attract the attention and curiosity and enthusiasm of students. With the kinemaster application-based video media, it is hoped that it will make it easier for students to understand the subject matter.

So from this case, I was interested in developing interactive learning media with the help of kinemaster, especially on the subject of Objects, Animals and Plants Around Me. The material will be made as attractive as possible with the addition of various videos, animated images, sounds and icons that can invite students to be involved in learning. To increase students' interest in learning, increase the intensity of receiving the material received, conduct the class, and increase achievement. From the description above, the researcher is interested in researching with the title "Development of Kine Master Assisted Interactive Learning Media on the Themes of Objects, Animals, and Plants Around Me Class 1 SD"

## II. METHODS

### Research design

This type of research uses the *Research and Development (R&D)* method. The research method used to produce certain products and test the effectiveness of these products.

This research is intended to develop interactive learning media assisted by Kine Master with modifications to the design of the ADDIE model development which consists of a number of stages including analysis, design, development, implementation and evaluation.

The researcher chose the ADDIE development model because it is a learning model that is general and suitable for research on the development of Kine Master-assisted learning media with systematic steps.

### Analysis (analysis)

At this stage the researcher conducted an initial analysis to obtain information related to the learning process in class and what students needed in the learning process. At this stage interviews were conducted with class teachers regarding learning, especially the theme of objects, animals and plants around me in class I to find out the characteristics of Kine Master assisted learning media that were innovative and suitable for grade I students, as well as interviewing teachers regarding what learning media to use. Teachers at school have never used Kine Master media before.

### Design (Planning)

To make it easier to design Kine Master-assisted learning media on the themes of objects, animals and plants around me. At this stage the researcher will arrange the material in the thematic, especially on the theme of objects, animals and plants around me.

Several design stages in developing a product, including:

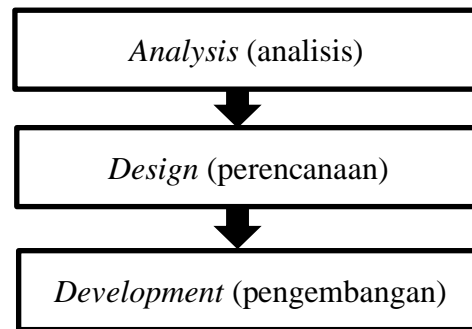
1. Looking for references regarding the development of interactive learning media assisted by Kine Master.
2. Planning the content of the material to be used in the Kine Master media, which consists of 4 sub-themes and 6 lessons in each sub-theme according to the learning objectives.
3. Determine the criteria for interactive learning media to be delivered. Starting from the material displayed, clear picture quality and clear sound to listen to.
4. The equipment needed is in the form of a laptop/cell phone that has the Kine Master application installed on it.
5. Make interactive learning animated video media with the help of Kine Master.

### Development

The following are the stages carried out by researchers in developing the initial product, namely:

1. Making begins with selecting animated characters that are appropriate to the learning material.
2. Determine the desired background according to the material objects, animals and plants around.
3. Adding text according to the material taken, namely objects, animals and plants around me, sorted according to learning objectives and made as attractive as possible and understandable by students so that they are interested and enthusiastic in receiving learning.

Then the researcher can add other features if needed, such as a voice that attracts students' hearing, invites them to sing or invites students to react directly to the learning provided. And then it can produce interactive learning media that are feasible to use after being validated by the validator.



**Figure 1** Research Design

### Data Collection Instruments and Techniques

The data collection tool in this study was a questionnaire (questionnaire). Used to obtain validation data material experts, media experts and practical data from the product to be developed form teacher's response to practicality *Kine Master*- assisted interactive media.

### Data analysis technique

Data process development product *KineMaster* is in the form of dataqualitative descriptive, namely reviews and suggestions from material experts and media experts in accordance with procedure development Which done. After validation is done by expert the media and material experts were then revised to obtain phase I revision media. Based on validation from expert media and expert material, so will generated product finally, namely interactive learning media that is suitable for use for students, especially grade I SD students.

## III. RESULTS ANDDISCUSSION

### Research result

This research uses the type of Research and Development (R&D) development research. The results of this research and development resulted in a product being developed in the form of an interactive learning media video assisted by *Kine Master* on the Themes of Objects, Animals and Plants Around Me Class 1 SD. In this study using the ADDIE development model which has been modified into 3 stages, namely: Analysis, Design (Planning), and Development (development) stages. From the research and development stages carried out, the following research results were obtained:

1. Analysis Phase (analysis)
2. Design Stage (planning)
3. Stage Development (Development)

### Discussion of Research Results

This research produced an interactive learning video product with the help of *Kine Master* on the Themes of Objects, Animals and Plants Around Me based on the ADDIE development model which has been modified to the Development stage only. Media development is carried out with the initial stage of selecting material based on Core Competencies (KI), Basic Competencies (KD), Indicators and Grade 1 SD semester 2 textbooks. After selecting material to be developed by designing learning media, then selecting and editing interesting animation and audio, then saving it in the *Kine Master* application and also on a laptop so that it can be displayed also requires help in focus. The interactive learning media that has been completed is then validated for its feasibility, in order to find out the weaknesses and strengths of the learning media by the reviewers of the material, the media, and the teacher's response.

**Table 1.** Product Validation Results in View of the Material Aspect

Rated aspect	Statement	Assessment Response	
		Yes	No
Material Relevance	1. Suitability of material with KI and KD	✓	
	2. Clarity in formulating learning objectives	✓	
	3. Material suitability with learning indicators	✓	
	4. The suitability of the material with the learning objectives	✓	
Material Organizing	5. Clarity of delivery of subject matter	✓	
	6. Systematics in the delivery of material	✓	
	7. Completeness of the material presented	✓	
	8. Interesting material presented	✓	
language	9. Accurate use of terms	✓	
	10. Conformity of spelling and grammar	✓	

a. Media Reviewer Validation Results Data

Product validation test assessment in the form of interactive learning media assisted by *Kine Master* in qualitative form comes from a questionnaire in the form of criticism, responses and suggestions.

**Table 2.** Product Validation Results Viewed From the Media Aspect

Rated aspect	Statement	Assessment Response	
		Yes	No
Simplicity	1. Designed according to the learning needs of students	✓	
	2. Easy in the process of use	✓	
	3. Don't beat around the bush	✓	
	4. In accordance with the benefits theoretically	✓	
Completeness of Learning Materials	5. Have sufficient content in learning	✓	
	6. Can meet student knowledge	✓	
	7. Contains precise concepts, principles, and theories	✓	
	8. It does not only contain data or facts	✓	
Communicative	9. Invite users to do something according to learning	✓	
	10. Placing students as learning objects and learning subjects	✓	

b. Data from Teacher Response Validation Results

The product validation test assessment is in the form of a teacher's response qualitative form sourced from a questionnaire in the form of criticism, responses and suggestions.

The product validation results table is seen from the teacher's response aspect

Rated aspect	Statement	Assessment Response	
		Yes	No
Developed media display	1. Interesting view	✓	
	2. Not boring	✓	
	3. Can motivate students	✓	
	4. Engage students	✓	
Ease of using the Kine Master Application	5. Not constrained by the network and easily accessible	✓	
	6. The material presented is in accordance with the learning flow	✓	
	7. Can make it easier to explain learning	✓	
	8. The creation of a conducive and enthusiastic class	✓	
Benefits	9. Achieved the vision and mission of learning	✓	
	10. Students no longer feel bored in learning	✓	

#### IV. CONCLUSIONS

Based on the results of research and development that has been carried out by researchers it can be concluded that research and development uses stages with the ADDIE model which is modified into 3 stages, namely: analysis (analysis), design (design), and development (development) has produced a the product is in the form of interactive learning media videos assisted by *Kine Master* on the themes of objects, animals and plants around me. This media is intended for the class to be conducive, students are enthusiastic, not bored, not busy with their own world, not difficult to direct, learning takes place and is conveyed properly, ethics towards teachers and playmates improves, also increases students' understanding in learning and improves achievement students, that way educational goals will be achieved properly.

Based on the feasibility validation test conducted by the material reviewers, media reviewers, and also the teacher's response, the development of interactive learning media assisted by *Kine Master* on the Themes of Objects, Animals and Plants Around Me was declared very suitable for use as learning media.

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