Optimization of Media Product Utilization Geography Learning for Teachers of SMPN 3 Painan

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A R T I C L E I N F O

A B S T R A C T

Teachers in the current era of technology 5.0 must be able to carry out learning by utilizing IT in compiling learning media. Teachers still need to improve their competence, especially in developing IT-based learning media in learning activities by improving their skills through training activities. One of the efforts that can be carried out is by distributing research products for developing student learning media such as Assembler Edu, Thunkable, Chamilo, Kudloar, and Lectora Inspire. Likewise with research products developed by University Geography Education Study Program students PGRI West Sumatra which can be optimized by teachers in schools in designing learning media. the existence of these learning media can increase motivation and students' understanding in absorbing information in learning activities, so that learning objectives and learning outcomes are still achieved.

INTRODUCTION

The very rapid development of science and technology has given rise to equipment and applications that are very easy to learn and can be used as learning media, creative learning media so that it will increase students' ability to learn more and improve skills in accordance with learning objectives. Learning media is anything that is used as an intermediary or liaison between information providers, namely teachers and recipients of issues or students, which aims to stimulate students to be motivated and able to participate in the learning process in a complete and meaningful way (Hasan et al. 2021). Since the development of science and technology, it has created many qualified and qualified future generations. Thus, the use of technology for education must be creative and innovative, accompanied by advances in technological developments requiring teachers to facilitate communication. Teaching media using IT makes it possible to optimize the involvement of all students' senses by presenting a display in the form of text and multidimensional with interactive conclusions. This display can stimulate and make users more free to choose and elaborate on the knowledge they want to understand. Implementing learning activities, the use of learning media is one of the determining factors in learning success. In planning learning, teachers need to design innovative learning media so that the implementation of learning activities can run well and students are motivated and more concentrated in participating in learning. With current conditions, learning in the technology 5.0 era will really require the use of more innovative learning media to support the implementation of learning. Learning media that can be used include Assembler Edu media, Thunkable, Chamilo, Kudloar, and Lectora Inspire. This learning media is the product of research into the development of learning media for UPGRISBA Geography Education Study Program students.

Media Assemblr Edu is an application that provides shared classroom facilities that enable teachers and students and students between students to communicate with each other, share media with each other (Sugiarto, 2021). Assemblr Edu can provide opportunities for teachers and students to create projects according to their wishes and abilities so that if they are printed in the form of images or barcodes they can be scanned by other people so that they look real, alive around us. Assemblr Edu has several advantages, including according to Assemblr Edu (2022); Visual Based, relies on sight and is more interesting, Easy to understand, the Assemblr Edu application has the ability to make complex and abstract concepts feel more real. By using 3D and AR technology, you can bring any material to life and make it easier for students to grasp lessons more quickly, Unlimited Materials, can find most of the required materials from the subjects taught at school. The advantages of the Assemblr Edu application according to Nugrohadi and Anwar (2022); Encourage the creativity of its users to be able to present more interesting subject matter, Can help teachers create a learning atmosphere that is not only fun, but can also make learning more meaningful, Makes it possible to form a Pancasila student profile as expected by the independent learning curriculum. Media Lectora Inspire is an effective program in creating learning media and is learning development software that is relatively

easy to apply or apply because it does not require sophisticated programming understanding. (Shalikhah, 2016.). According to (Widiastuti & Wangid, 2015) there are several advantages of Lectora Inspire; Easy to use by anyone who is less skilled or even not adept at using complex programming languages, Multifunctional, that is, it can be used to create websites, interactive E-Learning content and also product presentations or company profiles, Has many features ranging from sound, images, videos to quite complete templates, Provides 8 types of easy-to-apply questions accompanied by scores and evaluations, Content that is developed and published to various outputs, for example: HTML, whose function is to be displayed as a website on the internet, Single Executable File (.exe), can be opened on a PC/Laptop that does not have Lectora software, Flypaper is used to combine images, video, flash, transition animations, and game memories. This software can produce files in SWF format so that they can be easily integrated with Lectora Inspire easily, Snagit is used to capture the monitor screen. This is print screen technology.

Usually, when we use print screen, the image must be entered into Paint first, so it takes a long time. With this Snagit, you can immediately capture images and edit them. Snagit can be used to combine several images into one and can be published in various image file forms, Camtasia is used to record the steps we take on the monitor screen. This software can also be used to edit videos and can be published into standard video formats. Media Thunkable is a tool for creating Android applications based on visual block programming, so users can create applications without coding. Visual block programming means that in use the user will see, use, write, and drag-drop "blocks" which are command symbols and certain event handler functions in creating applications, and can simply be called without writing program code (Mulyadi in Anam & Anggraini, 2020). Furthermore. According to Apri Nurohmat (2019) in his article, there are several advantages of the Thunkable website, including the following: There is an AdMob plugin feature as a money maker, No need to install additional software, Just by using a web browser, Just by typing the contents of the program block parameters without typing coding from the start, Can make Android applications more effective and efficient, Able to create programs, simply by "drag and dropping" on existing program blocks. Media Kodular is a website, which provides tools for creating Android applications with the concept of drag-drop block programming. Programming blocks are a mainstay feature of Kodular, with this feature we no longer need to type program code manually to create Android applications. Kodular also provides dBase mini and store functions, so we can save and upload data as we wish (Halik 2019). The advantages of Kodular according to Satyaputra (2003) include; Has more complex palette component features, Has a built-in monetize plugin feature from Kodular itself, No need to install additional software, Just use a web browser, Just type the parameter contents of the program blocks without typing coding from scratch, Can create Android applications more effectively and efficiently, To create a program, just do "drag and drop" on the existing program blocks, Has its own keystore for each account. Meanwhile, Chamilo is a Course Management System (CMS) application which is free and can be downloaded or used by

anyone with a GNU license (Febryana, 2020). By using Chamilo we can build a system with the concept of e-learning (electronic learning) or distance learning (distance learning). With this concept, the teaching and learning system will not be limited by space and time. Where this concept exists, a lecturer can provide lecture material from anywhere, as well as a pupil or student can attend lectures from anywhere

Based on the results of observations, SMPN 3 Painan teachers need to add more skills in designing learning media according to technological developments. Teachers are constrained by reading sources and guidance in designing learning media and have not attended workshops related to preparing IT-based learning media, and in these conditions, we, a team of lecturers, took the initiative to distribute research products for the development of Geography learning media (Assembler Edu, Thunkable, Chamilo, Kudloar, and Lectora Inspire) as well as providing technical guidance to SMPN 3 Painan teachers in designing IT-based learning media that teachers can use for future learning.

IMPLEMENTATION AND METHODS

The target audience for this service activity are Teachers at Painan 3 Middle School, IV Jurai District, Pesisir Selatan Regency. The service activity method used is the lecture plus demonstration and practice method (CPDL). This method is a combination of lecture, demonstration and exercise methods. A learning method that uses more than one method, namely the lecture method combined with other methods, namely the demonstration method accompanied by exercises. The implementation of activities in this service takes the form of stages, namely distributing student development research products (Assembler Edu, Thunkable, Chamilo, Kudloar, and Lectora Inspire), technical guidance using the lecture method regarding delivering material about IT-based learning media products and demonstrations. designing IT-based learning media.

RESULTS AND DISCUSSION

Teachers in the current era of technology 5.0 must be able to carry out learning by utilizing IT in compiling learning media. Teachers still need to improve their competence, especially in developing IT-based learning media in learning activities by improving their skills through training activities. One of the efforts that can be carried out is by distributing research products for developing student learning media such as Assembler Edu, Thunkable, Chamilo, Kudloar, and Lectora Inspire. Steps for creating chamilo e-learning:

1. The first thing you have to do is install the latest XAMPP, you can Search on Google by typing the keyword. After you have successfully installed XAMPP, you You must activate Apache, MySQL contained in XAMPP. For Activate it, simply by pressing the 'Start' button on XAMPP. If it appears Green means XAMPP is active and ready to use.
2. Look for the Chamilo file that you have or that you have downloaded on your PC/Laptop, If the file is in .rar format then you have to extract it first, by clicking right on the file, then select extract to.
3. After the extract process is complete, you will get a folder containing Chamilo's data inside it

4. Select all the files by pressing Ctrl+A, then move the data to the Local Disk "C:/xampp/htdocs/Chamilo". If not in the "htdocs" folder There is a "Chamilo" folder so you are required to create it first. Then You must name the folder "Chamilo"

5. After the process is complete, next, open your Mozilla or Google Chrome, then in the address bar type "localhost/Chamilo"

6. After that press "Enter", wait a few seconds

7. Then click the blue box that says "INSTALL Chamilo", set it, wait a few more seconds, a menu like this will appear, then click "Next"

8. Scroll down the screen, then you will find a button that says 'New Installation", then click the button

9. After pressing the button, another new menu will appear, namely the "Licence" menu. On this menu, you just press the "I Accept" button then click the "Next" button

10. After that, another new window appears, at this stage you just have to press the button Just "Next" The next stage is to fill in your data.

11. After filling in your personal data, then scroll the screen, there will be a data column what else you have to fill in, once finished, click Next

12. Then another menu will appear, so just click the button at the bottom right, namely "install" button. Wait for the installation process to complete, about a few minutes. After it finishes, An orange square button will appear, click the button, you will go straight to it Go to the Chamilo login page. Login using the existing username and password you entered earlier. After successfully logging in, you will enter Chamilo as Admin. Finished.

These media present a more attractive display that supports learning activities and is very easy to access by educators and students. These learning media are application programs in the form of students being able to access learning materials that have been developed by teachers so that they can overcome learning difficulties. These learning media can also be used by teachers to distribute materials, articles and learning media and can carry out assessment activities such as tests and quizzes. It is hoped that these learning media can increase students' motivation and understanding in absorbing information in learning activities, so that learning objectives and learning outcomes are still achieved.

Teacher Discussion in the Era of Technology 5.0

CONCLUSIONS AND RECOMMENDATIONS

Teachers in the current era of technology 5.0 must be able to carry out learning with the use of IT in compiling learning media. Teachers are still needed improve their competence, especially in developing media-based learning IT in learning activities by improving their skills through activities training. One of the efforts that can be carried out is by distributing research products for developing student learning media such as Assembler Edu, Thunkable, Chamilo, Kudloar, and Lectora Inspire. These media present views more interesting ones that support learning activities and are very easy to access educators and students. These learning media are a program application in the form of so that students can access existing learning materials developed by teachers so that they can overcome the problem of learning difficulties. This learning media can also be used by teachers to share materials and articles and learning media and can carry out assessment activities such as tests and quizzes. It is hoped that these learning media can increase motivation and students' understanding in absorbing information in learning activities, so that learning objectives and learning outcomes are still achieved.

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