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Design Media Learning Kawih Wanda Anyar Use Articulate Storyline 3

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ABSTRACT

Design is a plan to produce a product or media. Over time the development of technology is growing rapidly, such as the use of multimedia in music education, for example Kacapi Kawih Wanda Anyar learning. Making learning products is a solution so that learning is not limited by space and time, such as the case with making Kacapi Kawih Wanda Anyar learning products/multimedia by using the articulate storyline 3 application. Kawih Wanda Anyar is one of the traditional performing arts (karawitan) from West Java, the pioneer of which is Mang Koko. Kacapi used in this art is Kacapi Siter. To realize the product is based on Luther's theory. The Kacapi kawih Wanda Anyar learning product consists of understanding Kacapi Kawih Wanda Anyar, cacarakan, techniques. The product display is made attractive and communicative so that students are comfortable in learning.

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1. INTRODUCTION

Multimedia is part from technology that works for makes it easier life humans, for one makes it easier in the learning process. Technology is A process in where are humans? modify natural "potential" for fulfil needs and desires (Seiwyn, 2011). Man possible make What just For fulfil need in his life, as long as what he made No beyond the limits of ability man the. According to (Hamalik, 1990) learning is ordered combination covers all element people, equipment, facilities, procedures are mutually exclusive influence and achieve objective from learning. According to (Komalasari, 2013) learning is something learning system/process planned, implemented, and evaluated learning.

According to (Jamalus, 1998:91) objectives education for all level education is The same namely: 1) Cultivate a sense of art at the level certain in self each student through development awareness, response to ability disclose himself through learning, so allows students/children to develop sensitivity towards the world around him; 2) Develop ability evaluate through intellectual in accordance with culture nation; 3) Got it made provisions For continue studies to more education tall.

See Indonesia's condition is stricken Covid-19 pandemic, of course a learning process teach No Can held with stare advance in a way directly, while the learning process teach must still held to use enlighten life nation, respond hello This educator must critical look for solution best. Technology own role important in problem this, multimedia is solution in problem This. Technology makes it easier We still carry out the learning / teaching process although limited space and time. In carrying out the learning / teaching process This so Instagram application becomes alternative as a learning medium. It's rampant user Instagram application becomes opportunity for educator for utilise incident the. Instagram capable accommodate / provide text, images, audio, animation/video. For the advantages and privileges the Of course become good opportunity good educator for take advantage of it To use enlighten life nation.

Kawih Wanda Anyar is one of traditional performing arts (karawitan) from West Java, the pioneer is Mang Koko. Kacapi used in this art is Kacapi siter. The parts contained in Kacapi especially Kacapi siter is resonator (body), strings (wire), pureut, tumpangsari, inang (susu), and nail small (Tardi, 2008:5). Basically there are 4 techniques in play Kacapi Kawih Wanda Anyar, that is: disintreuk-toel, dijeungkalan, dijambret and diranggeum.

According to (Hamalik, 1986) the learning process teach with use learning media capable awaken new desires and interests, awakening motivation and stimulation activity learn, and exist influences psychological to student. The use of media will be very helpful effectiveness of the learning / delivery process message / content lesson moment That.

See statement the Of course the role of the media is very helpful in the learning process, because That writer will analyze How make learning multimedia design draft *kawih Wanda Anyar* based on Articulate Storyline 3. Articulate Storyline 3 is software that has skill in make presentation that can be interesting interest Study students (Pritama, 2008) Meanwhile according to (Amiroh, 2021). Articulate this storyline is one of *multimedia authoring* tools used For make interactive multimedia applications with content form text, images, graphics, sound, video even animation and simulation. Publication results *Articulate Storyline* in the form of web based media or *application file* that can be run on various device such as laptops, tablets and *smartphones*. The purpose of assessment This is for explained what is the process of designing learning multimedia kawih Wanda Anyar based on articulate storyline 3.

2. METHODS

For obtain design learning kawih Wanda Anyar use articulate storyline 3 application, based on theory multimedia development according to Luther (Binanto, 2010) through six stages, namely concept, design, material collecting material), assembly (manufacturing), testing (testing), and distribution (distribution). Stages the Can exchange position, and no need always sequentially.

3. RESULTS AND DISCUSSION

3.1. Concept

The concept stage is stage for determine A goal/symbol from making applications, information user nor type applications (information, entertainment, training and so on).

The purpose of creating learning multimedia *kawih Wanda Anyar based on articulate storyline* among them is:

- i. Makes it easy participant educate For Study *kawih Wanda Anyar*
- ii. Increase independence
- iii. Make atmosphere Study become more interesting and interactive

3.2 Design

Design stages are stage for determine A specification in a way detailed about application, style nor other needs will be required in making application the.

In its design, the author need a number of element including:

- i. Gadgets / gadgets
- ii. Quota
- iii. Internet Network
- iv. Kacapi kawih book Wanda Anyar
- v. canva
- vi. Application Kinemaster
- vii. Articulate storyline 3 application

3.3 Collection Material

The Material Collecting stage is stage for do collection material to be needed For making applications, such as images, animations, sounds as well as audio. For need material, author need:

- i. Picture
- ii. Animation / video
- iii. Audio
- iv. Text
- v. Icon/ symbol

3.4 Assembly (Manufacturing)

The assembly stage is stage Where all existing materials collected put together for processed become an application created based on design stage.

Stage manufacturing, including:

- 1) Device /laptop
Gadget works as container all applications, audio, and so on tool for process all material put together become A product learning.
- 2) Quota
Quota works as a stimulus to do it connected with internet/online network.
- 3) Internet Network
Works For install articulate storyline application 3.
- 4) Kacapi kawih book Wanda Anyar
Works as reference material Kacapi kawih learning Wanda Anyar.
- 5) Canva App
Works For create design and appearance application to make it interesting.
- 6) Application Kinemaster
Works For combine images /visuals, audio, and video, so become animation /video.
- 7) Articulate storyline application 3
Works as container / product learning *Kacapi Kawih Wanda Anyar*,

Appearance product:

- 1) Appearance



Figure 1, Display / learning of Kacapi Kawih Wanda Anyar.,

In its design When the user clicking part understanding, there will appear understanding from Kacapi Kawih Wanda Anyar and evaluation /Practice.

When clicking part cacarakan, in there will be appear material discuss and evaluate /exercise.

When clicking part techniques, there will appear material technique Kacapi kawih game Wanda Anyar and evaluation /Practice.

In plan This user Can interactive Because can choose material for studied anytime and anywhere without must use quota.

3.5 Testing (Testing)

The testing stages are stage for test is still there is error or whether or not in the application. There are many applications for Articulate Storyline 3 advantages and according to writer application this is very good for learning media.

3.6 Distribution

The distribution stages are stage storage applications that have been made to in a storage medium. In stages This if the storage media No sufficient so will done compression to the application will entered. Designer Still will Keep going repair product This is because in this article writer only explained How the design.

4. DISCUSSION

A. Indicators Learning

- 1) Application users understand what *kawih wanda anyar, cacarakan and the techniques of the Kacapi kawih wanda anyar.*
- 2) *Application users are able to play and practice the material presented.,*

B. Media Indicator

- 1) Simple
The articulate storyline 3 application is one of the media for so simple learning make participant educate more practical and independent in the learning process.
- 2) Completeness
The articulate storyline 3 application is able to accommodate text, audio, video and images.
- 3) Interactive
Appearance application interactive and interesting so that give atmosphere new expected comfortable.

C. Products

On the design of learning multimedia *kawih Wanda Anyar consists from understanding, discourse, and techniques, techniques.*

5. CONCLUSION

Designing learning multimedia *Kacapi Kawih Wanda Anyar* is A plan in the manufacturing process learning media products. Already become obligation educator for active, creative, innovative, solution, and productive. Active in identify participant Educate, be creative in create learning media, solutions when face / confronted with problems, and productive for always spread energy positive.

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