

# Development of Multimedia Learning *Autoplay media studio 8* on the Material Muslim personal Work Ethic

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## **Abstract**

*Research and Development of Learning Multimedia using Autoplay Media Studio 8 which is carried out aims to produce products in the form of learning media that fulfill the requirements in the form of material, use of language, and a more attractive appearance and find out how much the response of students is to learning media Auoplay Media Studio 8 in implementing Teaching and Learning Activities at MAN Batang. The research method used is Research and Development (R&D). The research steps used consist of potential and problems, data collection, product design, design validation, design revision, product testing, and analysis and reporting. After receiving data from the validator, it is then processed to produce the conclusion that Media Studio 8 Autoplay Learning Media obtains a rating of 83.33%. As for the response of students in all aspects, it was declared very good with an average rating of 84.39%. So that the conclusion is obtained that the resulting media meets the eligibility elements to be used as learning media.*

**Keyword:** Auto play media studio 8, Research and Development (R&D), Learning Multimedia, personal Work Ethic

## **A. Introduction**

The Indonesian government continues to strive to improve the quality of national education with various policies. Starting from teacher welfare through breakthrough teacher professional allowances under the legal umbrella of Law no. 14 of 2005 concerning Teachers and Lecturers. In addition to policies directly related to teachers, the government also adopts a policy to standardize the curriculum. In 2022, the Government is trying to implement a New Curriculum which is familiarly known as the Independent Curriculum. Even though in reality this curriculum has not been fully implemented, it is still a pilot project and not all grade levels have this curriculum implemented. This means that this policy applies gradually starting from the lowest class level of each level. Therefore, until now many schools/madrasas are still implementing the 2013 curriculum.

One of the goals of the 2013 curriculum is to make students excel and have competitiveness in the current era of globalization. The era of globalization is a development in the world accompanied by the rapid development of Science and Technology (IPTEK). Making it easier for humans in terms of communication, the economy, transportation, even the health sector (Sri Wahyuni, 2006).

For the world of education, the development of science and technology is capable of giving birth to innovations and creations in learning, especially in designing computer-based learning media. For an educator, self-development is needed through technical training related to computer-based learning. This is in line with the MAN Batang work program which has carried out In House Training with the theme Use of Autoplay Learning Media which was held for two days, namely Tuesday to Wednesday, 18 to 19 January 2022 This In House Training is a follow-up or dissemination of the activities held by the Regional Office of the Ministry of Religion with the theme of Digitalizing Madrasas.

As a follow-up to the In House Training activities, the author tries to apply the *Media Studio 8 Autoplay Program to the Al-Qur'an and Hadith* subject with the personal work ethic of Muslims.

By looking at the background of the problems stated above, the formulation of the problem is:

1. How is the feasibility of the *Autoplay media studio 8 application* on Basic Competency analyzing the personal work ethic of Muslims?
2. How is the Student's response to the application of the *Autoplay media studio 8 application* which is applied to the Basic Competency of analyzing the personal work ethic of Muslims?

By looking at the formulation of the problem above, then the research objectives is:

1. Producing learning media *Autoplay media studio 8* on Basic Competency analyzing proper Muslim personal work ethic.
2. Knowing the Student's response to the application of the *Autoplay media studio 8 application* which is applied to the Basic Competence of analyzing Muslim personal work ethic.

## **B. DISCUSSION**

### **A. Definition of *Autoplay media studio 8***

*Autoplay* is an application or software used to create multimedia by integrating various types/types of media such as images, sound, video, text, and flash into prepared presentations. (Anantyarta & Sari, 2017). The use of Autoplay in compiling learning media is very helpful for teachers in preparing learning materials for students because it is relatively easy to operate even for beginners. The Autoplay program can be used in many forms of material so that it is expected to be able to assist teachers in teaching, the ultimate goal of which is to make students more enthusiastic and less bored in learning.

When compared to books which are only in the form of pictures or writing, maybe even other applications that can display material in the form of slides, the learning materials produced by the *Autoplay application* are very varied and interesting, ranging from various sizes and shapes of letters and colors as well as pictures of various sizes and even sounds and moving images in the form of stickers and videos. What's

more, this application is in accordance with the times and follows the trend of the millennial or digital generation, where they are more interested in something that smells of Information Technology. This program can be used on PCs and laptops.

The *Autoplay media studio* used by researchers in this case is *Autoplay media studio 8* in the form of software which is a souvenir from IHT as a follow-up to activities from the Regional Office of the Ministry of Religion of Central Java Province in madrasah digitization activities.

As educators it is recommended to be able to apply various kinds of learning media. Learning media is a tool or media that can be used in learning activities that function to convey messages from educators to students so that learning objectives can be achieved properly (Suparmi, 2018). Familiar media can be in the form of audio, visual, even audio-visual. With these various kinds, it is expected to be able to eliminate boredom or boredom of students in learning. Learning media can also increase the quality of learning to be more interesting and fun (Purnomo, 2014).

With various types of student learning, ranging from audio, visual, and even kinesthetic learning types. This means that there are students who easily accept lessons in the form of pictures, there are also students who more easily perceive sound or there are even students who are more familiar when learning to practice directly with movement. Therefore, mastery of various types of learning media by teachers is a necessity, especially in today's digital era, teachers are directly required to be able to create and apply digital learning media, one of which is *Autoplay media*.

## B. Application of *Autoplay media studio 8* on Muslim personal work ethic material

Learning Media has a position that has been integrated with the learning process which cannot be separated from the teacher's ability to choose and design the right media. These demands indirectly require teachers to master various types and characteristics of learning media and be able to operate them properly. Learning media has a function as a tool to make it easier for students and educators to explore information or master learning material well (Musfiqon, 2012: 36).

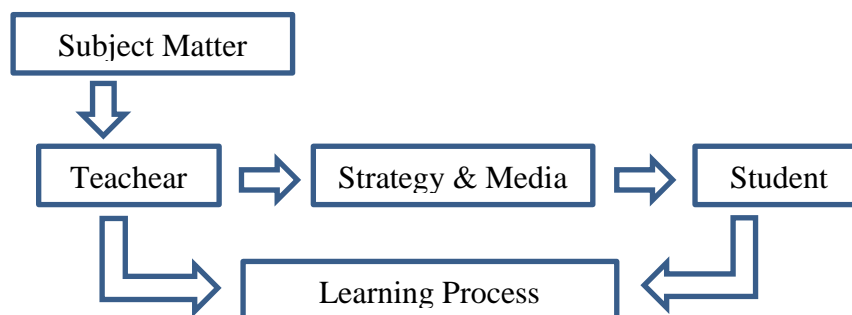


Figure 1. Position of Media in Learning (Musfiqon, 2012:37)

In the learning process between materials, teachers, strategies and media, and students have their respective roles. The teacher has a role as an informant or message giver and students as message recipients. While the media serves as an intermediary in learning. But in this case, the selection of the right media is very influential on the strategies, approaches, methods and learning formats that educators want (Musfiqon, 2012:37)

The selection of the media used in this study is the *Autoplay media studio 8 application* on the material Muslim personal work ethic, as shown in the image below

Autoplay displayed can include: Basic Competency, Learning Objectives, Materials, Ice breaking and others according to the will and creativity of the educator concerned. What's interesting about this application is that the images can move automatically, the video or sound volume can be adjusted according to the conditions and wishes of the educator concerned.

### C. RESEARCH METHODOLOGY

The research method used in this case is research and development (*Research and Development Program (R&D)*). (*Research and Development Program* is a research method used to produce and test the effectiveness of certain products (Sugiono, 2013:407).

Still according to Sugiono (2013: 409) there are at least 10 steps in applying research and development methods, namely: Potential and Problems, Data collection, Product design, Design validation, Design revisions, Product trials, Product revisions, Trial usage, Product revisions, Mass production.

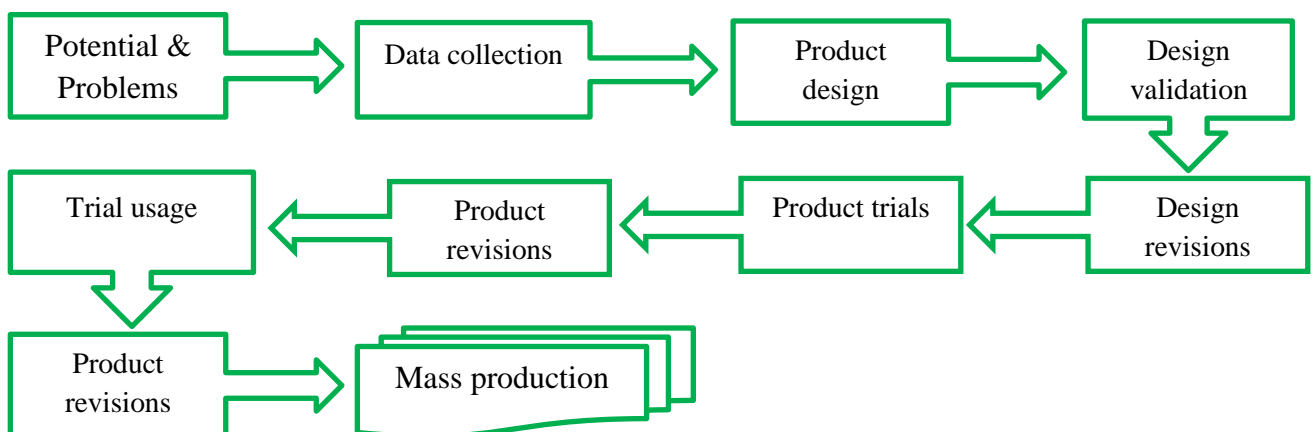


Figure 2. Steps for using the *R&D method*. (Sugiono, 2013:409)

In this study the ten steps above were not used in their entirety with the consideration that the time was quite short and the research products were not mass-produced, in the sense that the products produced in this study were as samples or a kind of initial product. So this study only uses seven stages as follows:

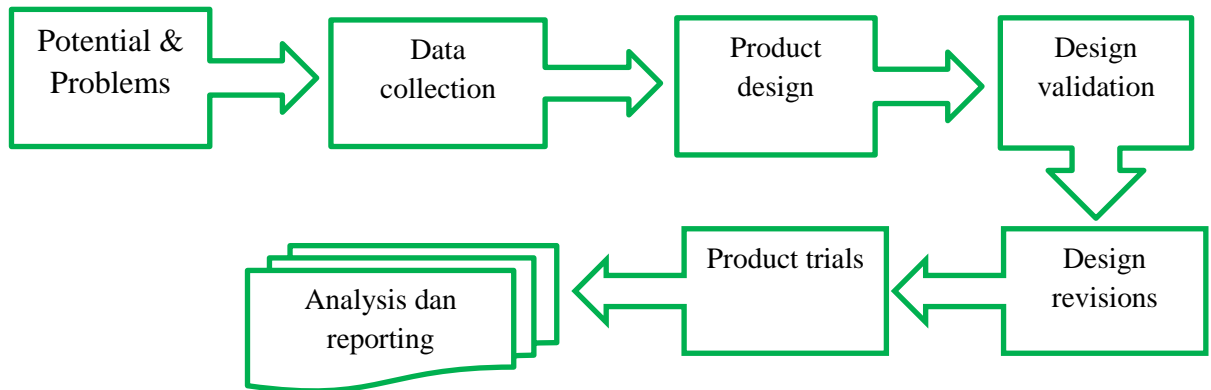


Figure 3. Stages of the research carried out

In this study the data were taken using a questionnaire. The results of the questionnaire data were obtained from the Batang MAN teacher and the results will be analyzed according to the data used. The type of data used in this study is quantitative data in the form of numbers that will be processed using statistical formulas both manually and on a computer.

The research instrument is a tool used to collect research data by measuring. In this study the instruments used are:

1. The learning media validation sheet is used to determine the quality and feasibility of the resulting media.
2. participant response questionnaire sheets, used to determine student responses to the resulting media. As a sample of this questionnaire will be given to students of class XI.MIPA.2 MAN Batang.

For data analysis used consists of:

1. Validator evaluation, consisting of: Very Good, Good, Not Good, and Very Not Good.
  - a. The determination of the evaluation measure along with its value weight, with the following scale:

Table 1. Validator Evaluation Scale (Widoyoko, 2012:105)

Category	Value Weight	Percentage (%)
Very good	4	81,26 – 100
Good	3	62.51 – 81.25
Not good	2	43.76 – 62.50
Very Bad	1	25 – 43,75

- b. Determine the total number of validator answers  
 The total number of validator answers is determined by multiplying the number of respondents by their weighted scores, and adding up the total results. For the formula used as follows:

$$\begin{aligned} & \text{Strongly Agree} \quad (n \text{ validator}) \quad \quad \quad nx \ 4 \\ & \text{Agree} \quad \quad \quad (n \text{ validator}) \quad \quad \quad \quad \quad nx \ 3 \\ & \text{Disagree} \quad \quad (n \text{ validator}) \quad \quad \quad \quad \quad nx \ 2 \\ & \text{Strongly Disagree} \quad (n \text{ validator}) \quad \quad \quad nx \ 1 + \\ & \hline \Sigma \text{ Validator Answers} \end{aligned}$$

(Widoyoko, 2012:110)

After obtaining the amount of data from the validator, the next step is to determine the percentage of the validator's assessment with the formula:

$$PPV : \frac{\Sigma \text{ Validator Answer}}{\Sigma \text{ The highest validator score}} \times 100\%$$

Information :

- PPV : Percentage of validator ratings  
 $\Sigma$  Validator Answers : The total number of validator answers  
 $\Sigma$  The highest score of the validator : The total number of the highest score of the validator

(Widoyoko, 2012:110)

2. Student response analysis is used to find out the results of student response data to the media used.
- a. Determination of the size of the assessment along with the weight of its value, with the following scale:

Table 2. Student Response Rating Scale (Widoyoko, 2012: 105)

Category	Value Weight	Percentage (%)
Very good	4	81.26 – 100
Well	3	62.51 – 81.25
Not good	2	43.76 – 62.50
Very Not Good	1	25 – 43.75

- c. Determine the total number of respondents' answers  
 The total number of respondents' answers is determined by multiplying the number of respondents by their weighted value, and adding up the total results. For the formula used as follows:
- |                          |                        |               |
|--------------------------|------------------------|---------------|
| Strongly Agree           | (n respondents)        | nx 4          |
| Agree                    | (n respondents)        | nx 3          |
| Disagree                 | (n respondents)        | nx 2          |
| <u>Strongly Disagree</u> | <u>(n respondents)</u> | <u>nx 1</u> + |
- $\Sigma$  Respondent's answer

(Widoyoko, 2012:110)

After obtaining the amount of data from the Respondent, the next step is to determine the percentage of the validator's assessment with the formula:

$$\text{PPR} : \frac{\Sigma \text{ Respondent Answer}}{\Sigma \text{ Respondent's highest score}} \times 100\%$$

Description:

- PPR : Respondent Rating Percentage  
 $\Sigma$  Validator's Answer : The total number of Respondent's answers  
 $\Sigma$  The highest value of the validator : The total number of the highest value of the Respondent

(Widoyoko, 2012:110)

#### D. DISCUSSION

The result of this research and development is that the learning media *Autoplay media studio 8* which is applied to the Muslim Personal Work Ethics material is developed in the form of soft files so that it can be run on PCs and laptops. The media developed uses the Auto Play Media Studio 8 software as a design for compiling learning media and evaluation materials.



Figure 4. Display of the Media Autoplay start page

On the initial page display there are several buttons that all function normally, the display can be designed according to the wishes and abilities of the educator. For more details, you can see the following picture:



Figure 5. Display of material from the content of learning media

In the image display there are navigation buttons that can be selected to the right or left and even return to the main menu.

The results of the media feasibility assessment were carried out by three Batang MAN teachers who were deemed capable or mastered Informatics. After validation, the following results were obtained:

$$PPV = \frac{\sum \text{Validator Answer}}{\sum \text{The highest validator score}} \times 100\%$$

$$PPV = \frac{50 \times 100\%}{60} = 83.33\% \text{ (Remarks range : Very Good)}$$

60

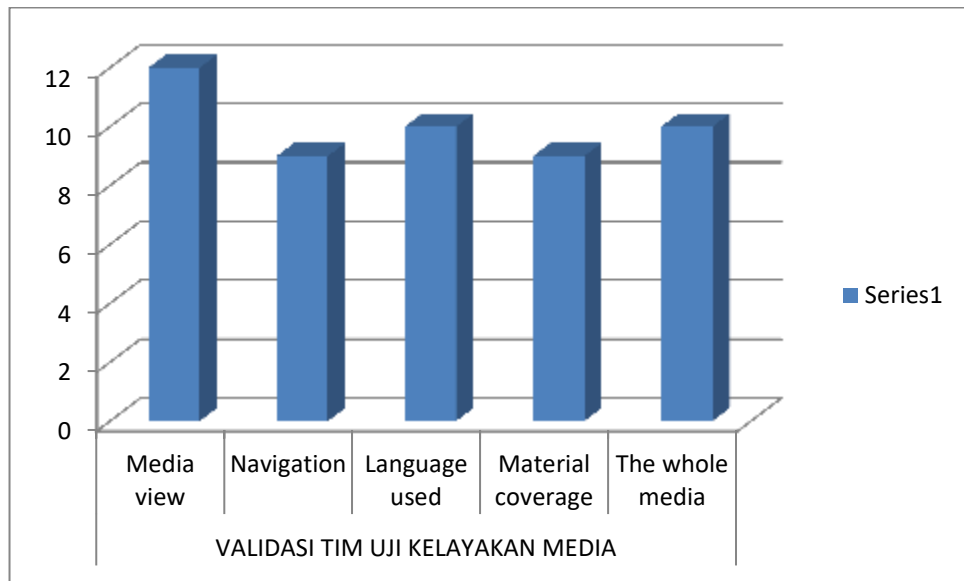


Figure 6. Autoplay Media Validation Graph

As for the responses of students, the following results were obtained:

$$PPR = \frac{\sum \text{Respondents Answer}}{\sum \text{Respondent's highest score}} \times 100\%$$

$$PPR = \frac{557}{660} \times 100\% = 84.39\% \text{ (Remarks range : Very Good)}$$

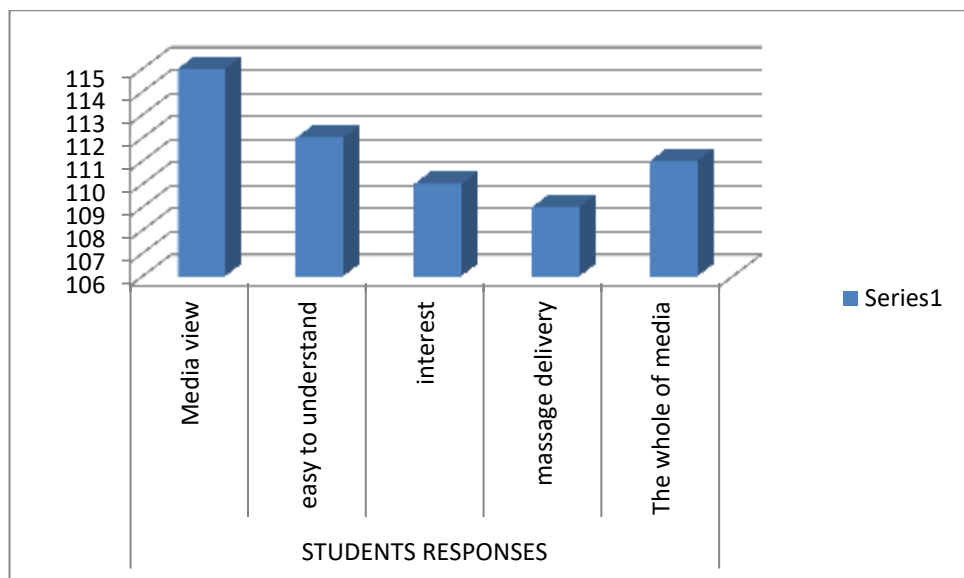


Figure 7. Graph of Student Responses to Media Autoplay

From the results of the research above, the researcher can describe it as follows:

1. Feasibility of learning media, Validation of learning media submitted by researchers to the validator, obtained the level of feasibility of the media applied in class.  
From the overall validation results obtained a result of 83.33%.
2. The results of Student Responses, obtained a very good level of eligibility with a rating of 84.39%. From the table of students' responses to the learning *media Autoplay media studio 8* as a whole is positive.

### E. Conclusions

Based on the results of the final recapitulation of the developed *Autoplay media studio 8 learning media*, it has a rating of 83.33% and is included in the Very Good category. The results of student responses to the *Autoplay Media Studio 8 learning media* as a whole are positive with a rating of 84.39%. included in the response criteria Very good. Learning media varies greatly, one of which is *the Autoplay media studio 8 learning media*. This media can be used as an alternative considering its shape and characteristics are up to date according to technological developments. Media *Autoplay media studio 8* can be used as an innovation in learning in order to improve the quality and enthusiasm of students' learning. In this research, of course, it is still far from being perfect, therefore we ask for input or constructive criticism and suggestions with the hope for the development of this media in the future.

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