

**ANALYSIS OF THE APPLICATION OF POWERPOINT BASED VIDEO TO
IMPROVE TEACHER ABILITY**

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ABSTRACT

This research is motivated by the low ability of teachers in making learning media that can influence school quality. Varied and innovative learning media basically aim to create learning conditions that enable students to learn actively and have fun so they can achieve better learning outcomes and achievements. optimal. The purpose of this study was to describe the teacher's ability to make learning media using video-based Ms PowerPoint applications for teachers who are members of KKG SD Banuhampu District, Kab. Agam, through workshop activities. This type of research is qualitative, with a total population of 25 people. Data collection techniques in this study using the questionnaire method. The results showed that by implementing media-making workshops, the teacher's ability to create and use video learning media based on the Ms PowerPoint application could be improved

Keyword: character formation, the legendary story of Malin Kundang

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya kemampuan guru dalam pembuatan media pembelajaran yang dapat memberi pengaruh terhadap kualitas sekolah. Media pembelajaran yang bervariasi dan inovatif pada dasarnya bertujuan untuk menciptakan kondisi pembelajaran yang memungkinkan siswa dapat belajar secara aktif dan menyenangkan sehingga dapat meraih hasil belajar dan prestasi yang optimal. Tujuan penelitian ini untuk mengetahui gambaran kemampuan guru dalam pembuatan media pembelajaran dengan video berbasis aplikasi Ms powerpoint pada guru anggota KKG SD Kecamatan Banuhampu, Kab. Agam, melalui kegiatan workshop. Jenis penelitian adalah kualitatif, dengan jumlah populasi 25 orang. Teknik pengumpulan data dalam penelitian ini menggunakan metode kuesioner. Hasil penelitian menunjukkan bahwa dengan diterapkannya workshop pembuatan media, kemampuan guru dalam membuat dan menggunakan media pembelajaran video berbasis aplikasi Ms powerpoint dapat ditingkatkan.

Kata Kunci: Video, Ms. Powerpoint

A. Introduction

The development of the times and the distribution of information that is more evenly distributed has made many changes in various aspects of human life, especially the world of education. Education is a

conscious effort to prepare students through guidance, teaching, and training activities for their future roles. Education has an important role in childhood, because personality, attitude, and mental and intellectual development are formed at an early age.

Many countries monitor the learning of their students to prepare them to respond to technological challenges. Assessment and evaluation accompanied by appropriate incentives can motivate students to learn better, motivate teachers to teach more effectively, and motivate schools to become more supportive and more productive environments to be the task of future education management. Putra & Masruri, (2019) revealed that education is multidisciplinary and interdisciplinary as well as cross-disciplinary knowledge. As time goes on and times develop, changes occur in behavior and human behavior changes from time to time. Developments in human life are increasingly diverse, such as the rapid developments in technology and science. The rapid growth of technology and science is what makes human resources (HR) must be ready to face it. Readiness must require skills and knowledge. (HR) must be able to adapt quickly to the development itself, as well as developments in the world of education. Education is a human effort to grow and develop their potential both physically and spiritually through the values that exist in society and culture.

Based on the educational technology approach, teaching media is an attraction for the world of education. The media is not only a tool but also a means of channeling educational messages. Thus the teacher should be able to use the media as a tool, the teacher should not be seen as the only source of learning, because other learning resources such as textbooks, the natural environment, printed mass media, and electronic mass media can play a role in the learning process.

One of the media that is often used in learning is the use of Microsoft *Powerpoint*. Microsoft *Powerpoint* is a type of computer program that is part of *Microsoft Office*. Microsoft *Powerpoint* is an application program used for presentations. Wilson & Wilson, (2015) it is used for presentation purposes, teaching, and for making simple animations. Microsoft *Powerpoint* has several features, namely adding audio, video, images, and animations in presentations so that presentations become more exciting and lively.

Based on the results of observations, especially among elementary school teachers, when the KKG in Banuhampu District, Kab. Agam found that the learning media applied still used module books as learning media in the learning process, the implementation of the learning process the teacher only explained and read the material conveyed, the teacher explained more only by using textbooks without visualizing in class as using *Powerpoint*, is because there are facilities but not maximized by the teacher. application-based videos *Powerpoint* in learning through a *workshop*, (2) to improve teachers' abilities in making learning media with videos based on Ms. *Powerpoint* through a *workshop*.

Learning media according to Rusman, (2011) defines learning media as a message carrier technology that can be used for learning purposes, learning media is a physical means of conveying subject matter. Arsyad, 2015; Sari & Suryana, (2019) revealed that the word media comes from Latin and is the plural form of the word "medium" which means "middle" or "intermediary". Meanwhile Daryanto, (2015) menjelaskan bahwa media

merupakan salah satu komponen komunikasi, yaitu explained that the media is a component of communication, namely as a messenger from the communicator to the communicator.

In addition, video media is one of the audio-visual media, where this media combines several human senses, students not only listen to what the teacher explains but also see what realities are displayed by the teacher in the media, according to Arsyad, (2015) states that approximately 90% to obtain one's learning outcomes through the senses of sight, 5% is obtained through the senses of hearing, and 5% again with other senses.

Susskind, (2005) believes that *Microsoft Powerpoint* is a type of computer program that is part of *Microsoft Office*. In addition Blanchett et al., (2018) stated that Microsoft Powerpoint is an application program used for presentations in the public interest. By using Microsoft PowerPoint you can make presentations on a topic of discussion that can be made and designed as beautifully as possible to attract public attention (Darudiato & Wibowo, 2013). Harini, (2011) *Powerpoint* is an application for compiling presentations. This application is very popular and widely used by various groups, professionals, academics, practitioners, and beginners for presentation activities. Ms. *Powerpoint* is an application program in the form of text, tables, graphs, diagrams, and so on (Gumawang, 2011).

Animation according to Ponza et al., (2018) is a moving visual form that can be used to explain a subject matter that is difficult to convey

conventionally. By integrating it into other media such as videos, presentations, or separate teaching materials (Setiawan & Ulhaq, 2018). According to Harsadi, (2015) Animation is the process of creating motion effects or the effect of changing shape that occurs over some time. Animation can be in the form of the movement of an object from one place to another, color changes, or changes in shape (which is called "morphing").

Some literature states, such as Ekanayake & Wishart, (2015) that workshops are job training, which includes theory and practice in one integrated activity. Workshop or training if interpreted in Indonesian means training. With such a definition it is very clear that we will practice it. Workshops or training are "learning by doing" guided by trainers and participants practice what is taught (Lucas et al., 2017).

Activities Workshop or workshops are activities that are often carried out by various groups, and cover various fields. Activities Workshop are indeed useful, so many parties organize these activities. The workshop aims to obtain information through direct experience and exchange of information (Lefstein & Perath, 2014). In addition, the workshop also aims to develop the knowledge, understanding, and skills of the targets or targets (Morris & Swanwick, 2018). An object is a person or a group of people. The goal is to provide understanding, knowledge, and skills to the target according to their individual needs. The process is learning and practicing what is the topic according to the procedure so that it becomes a

habit. The results can be seen immediately because it is direct practice. So that there are changes that are possible to be created after attending the training event.

B. METHOD

The method used in this study is a qualitative research method. According to Pelias, (2019) qualitative research is research that is intended to understand what phenomena are experienced by research subjects such as behavior, perceptions, motivations, actions, and others as a whole descriptively in the form of words and language, in a special context naturally and by utilizing various natural methods. Meanwhile, according Sugiyono, (2015) said the qualitative research method is a method based on the philosophy of postpositivism, where the researcher is a key instrument, and data collection techniques are carried out using interviews and documentation. In other words, this research is called qualitative research because it is research that does not carry out calculations. This aims to describe the analysis of the application of PowerPoint-based videos to improve teaching abilities.

The population is all the data that concerns us in one scope and time that we specify (Stratton, 2021). The population in this study were all members of the KKG Banuhampu District, Kab. Agam. The sample is part of the population, for example, taken using certain methods (Etikan & Bala, 2017). In this study, the researchers did not discuss further the sample, because this study used a population study, namely the total number of KKG members in Banuhampu District, Kab. Agam, namely as many as 25 teachers.

A research instrument is a tool used to measure observed natural and social phenomena (Sugiyono, 2015). Meanwhile, in the book *Measurement in the Field of Education*, it is explained that an instrument is a tool used to collect data in a study. Other experts say that research instruments are the elements needed in data collection.

Data collection techniques are tools used to collect data. This is by the opinions of the experts below. The method shows a way that can be shown its used through questionnaires, observations, documentation, and so on, "data collection techniques are the most

strategic steps in research because the main goal of the research is to obtain data (Sugiyono, 2015). The form of a structured questionnaire with a total of 17 questions.

C. Result and Discussion

From the results of the research by carrying out media-making workshops, the authors analyzed whether the implementation of the media-making workshops could improve teachers' ability to use learning media in Agam, especially elementary school teachers in Banuhampu District, Kab. Agam. The following is the data obtained from the results of the first cycle and the second cycle.

Based on the results of research during the workshop which aims to improve the ability of elementary school teachers to use instructional media in Banuhampu District, Kab. Agam, seen in the implementation of the workshop on making learning media with videos based on the Ms. Powerpoint application, teachers have used learning media that are more attractive to children. In addition, when using media, the teacher has involved children in learning a lot.

Then the researchers conducted a workshop on making media for teachers. At the end of the activity, the researcher evaluates the activity. Based on this, it can be concluded that there has been an increase in the ability of teachers to use learning media in SD Banuhampu District, Kab. Agam.

Implementation of workshops for making video learning media based on the Powerpoint application can improve teachers' abilities in using learning media because with this media-making workshop teachers are motivated to use various learning media that can support children's success in learning.

The significant increase in the use of learning media before and after the implementation of the media-making workshop was also due to the media-making workshop, the teachers understood the importance of media in learning. This makes teachers choose and use learning media better.

One of the media that is often used in learning is the use of video media. Ms. Powerpoint is a Microsoft Office application program that is useful for making presentations in the form of slides.

This application is usually used for presentation purposes, teaching, and creating simple animations. Ms. Powerpoint has several features, namely adding audio, video, images, and animations in presentations so that presentations become more exciting and lively.

The results obtained in this study reveal that the truth of the opinion expressed by experts states that learning media can be used as a pattern of choice, meaning that teachers may choose learning media that are appropriate to the material and efficient in achieving their educational goals. In addition, these results are in line with the theory according to Asrori & Rusman, (2020) that forms of learning packaged in video form are very good for creating conditions that resemble the actual situation if this media is used appropriately by providing videos that inspire feelings, and attitude learning. or effectively can be done using video-based learning media.

Based on the above, it can be emphasized that teachers who teach using alternative video media based on the Ms. Powerpoint application can increase student motivation and learning outcomes in

their studies compared to teachers who do not use alternative video-based Ms. Powerpoint media

D. Conclusion

After the data has been analyzed, it can be concluded that (1) Workshops on making media can increase teachers' abilities in using instructional media, and (2) The process of increasing teachers' abilities is marked by increasing their motivation to make improvements in learning. This is very visible in the implementation of workshop activities where the teacher is more enthusiastic in understanding the workshop material and also when simulating and practicing making learning media.

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