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THE BENEFITS OF MULTIMEDIA LEARNING ON THE QUALITY OF UNDERSTANDING OF ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

This article aims to provide an alternative in integrating the benefits of multimedia learning. Learning is essentially used to develop a student's potential. Tools that can help the teaching and learning process are usually called learning media. In this discussion, we will discuss one of the learning media, namely multimedia. Multimedia is a media that describes two or more elements, for example media consisting of text, graphics, images, photos, audio, and animation. The benefits of using multimedia learning are to make the learning process more interesting, interactive, reduce the amount of learning time, improve the quality of student learning, the learning process can foster student interest and motivation to learn. The design of writing or compiling this article uses qualitative research or approach, this is because the results of our group discussions are obtained from literacy sourced from reading books about multimedia learning.

INTRODUCTION

Education is a process of growth and development, as a result of individual interaction with the social environment and physical environment, lasting throughout life since humans are born. Social heritage is part of the community environment, is a tool for humans to develop the best and most intelligent humans, to improve their welfare. (Suteja, 2016)

Learning is essentially used by students to develop their potential. Learning activities involve two parties, namely students as recipients of education and educators as providers of facilities. The priority in learning activities is the occurrence of the learning process. The term learning media has several meanings. One opinion provides a broad and narrow understanding of media. In broad terms, learning media is interpreted as any person, material, or event that provides students with the

opportunity to acquire knowledge, skills and attitudes. In the narrow sense, learning media is a non-personal (non-human) tool used by teachers who play a role in the teaching and learning process to achieve goals. (Mahmudah in Andrew, 2020)

Teni Nurrita also argues that learning media is a tool that can help the teaching and learning process so that the meaning of the message conveyed becomes clearer and the goals of education or learning can be achieved effectively and efficiently. Learning outcomes are the results given to students in the form of assessments after following the learning process by assessing knowledge, attitudes, skills in students with changes in behavior. Learning media functions as one of the learning resources for students to obtain messages and information provided by the teacher so that learning materials can be further improved and form knowledge for students. (Teni, et al., 2018)

In this discussion, we also need to know the meaning of multimedia. Multimedia is a media that combines two or more media elements consisting of text, graphics, images, photos, audio, and animation in an integrated manner. Multimedia is divided into two categories, namely: linear multimedia, and interactive multimedia. Linear multimedia is multimedia that is not equipped with any control device that can be operated by the user. This multimedia runs sequentially (sequentially), for example TV and movies. Interactive multimedia is multimedia that is equipped with a control device that can be operated by the user, so that the user can choose what they want for the next process. Examples of interactive multimedia are: interactive learning multimedia, madrasah e-learning, game applications, etc. (min5bm, 2021)

And in our discussion this time we will also discuss the meaning of benefits. Benefits are as a noun interpreted as something that can provide certain benefits that can be enjoyed by the recipient (ayu, 2022). Therefore, we really need to know and learn about learning multimedia so that we can become educators who are able to convey our educational materials or knowledge through various media to all recipients of education online or offline. Therefore, in our discussion we will also

discuss the clearer reasons for learning multimedia, benefits and the learning media itself.

RESEARCH METHODS

The research we conducted is a research that uses qualitative methods.(Muhammad., 2021)said Analysis is often used in this kind of descriptive qualitative research. Qualitative research types are descriptive in nature and tend to use analysis. Qualitative research is intended to examine in depth the object of research, the research design is scientific in the sense that it does not try to manipulate the research setting but rather conducts a study of a phenomenon. Qualitative research is research that intends to understand the phenomenon of what is experienced by the research subject. The reason for using the qualitative method is because this method is in accordance with the discussion of the research, namely "The Benefits of Multimedia Learning on the Quality of Understanding of Elementary School Students in Madrasahs". The method we use in this method is direct interviews and observation. This data collection technique takes place through the interview process, namely the process of obtaining information for research purposes by means of questions and answers while face to face between the interviewer and the response using a tool called an interview guide.

RESULTS AND DISCUSSION

Multimedia Based Learning

The development of the world of education demands the development of various learning approaches. This is in line with the development of student psychology, social dynamics, changes in the education system.(N, 2020).

The definition of multimedia varies depending on the scope of application and the development of multimedia technology itself. Multimedia does not only have the meaning of simple text and graphics, but is also equipped with sound, animation, video, and interaction. While listening to the explanation, you can see images, animations or read explanations in text form.(Sutopo, 2008).

According to Asyhar, the term multimedia first appeared in the early 1990s

through mass media. This term is used to unite digital and analog technology in the fields of entertainment, publishing, communications, marketing, advertising and also commercial, multimedia is a combination of two words "multi" and "media" multi means "many" while media means "medium", so Multimedia is a media that involves several types of media and equipment in an integrated manner in a learning process or activity. Multimedia learning involves the senses of sight and hearing through text media, still visuals, moving visuals, and audio as well as interactive media based on computers and communication and information technology(Asyhar, 2012).

Multimedia comes from the words multi and media. Multi comes from Latin, namely nouns which means many or various. While the word media comes from Latin, namely medium which means an intermediary or something used to deliver, convey, or carry something.(Munir, 2020).

The use of multimedia in education has several features that other media do not have. Among these privileges are:

1) Multimedia in computer-based education.
2) Multimedia integrates various media (text, images, sound, video and animation) in one programs digitally.
3) Multimedia provides an interactive process and provides easy feedback.
4) Multimedia provides the ease of systematic control in learning.

In the use of media if a student understands and is skilled then the activity will run well and successfully master the learning material, but learning multimedia is not the only determinant of learning success. Other factors that determine the success of the learning process include student motivation, social, economic and educational conditions of the family, the situation during the learning process, the curriculum and educators.(Nana Sudjana, 2020).

Nowadays, most teachers only use books as media materials, so if other media are not used or are less requested in using them. According to psychology, people who learn without practicing it will be able to understand or remember in the long

term. However, people who learn after that are practiced will be easier to digest and will always be remembered in their minds (not easily forgotten). A teacher who does not utilize media with a learning will have a bad impact on students and the group is considered to have failed or less successful in educating, because the material given is not well understood by students.(Physics, 2020).

Learning Multimedia Tools

Media is anything that can be used to convey messages from sender to recipient so that it can stimulate the thoughts, feelings, attention and interest as well as the attention of students in such a way that the learning process is...(Sadiman).

Multimedia is a combination of various media to convey information. Examples of media to convey information are text, images, photos, videos, music, and even animation. Television broadcasts, for example, are an example of multimedia. However, there is one more important characteristic of multimedia that cannot be fulfilled by television, namely interactivity. By using a computer, multimedia software can be given interactivity, which allows users to get only the information they need, without having to see various information they don't need.(Rev.).

E-learning today has become something that must be developed because of the demands of the acceleration of communication technology. Physical limitations and human abilities in exploring space and time can be overcome by mastering information and communication technology, such as holding teleconferences for long-distance face-to-face learning, giving and collecting assignments to students via the internet, even holding discussion forums with mailing-list and chatting facilities, in accordance with the concept of the internet; "not going anywhere, but everywhere"(Haudi, 2020).

In general, multimedia can be divided into two types, namely multimedia content production and multimedia communication. Namely;

1) Multimedia content proxy is the result or product of the process of combining several media such as text, audio, animation, graphics, interactivity, and video to convey information. Then the result of the process

is called a multimedia product (music, video, film, game, entertainment, etc.). For this type of multimedia, the media used are: Audio media, Text media. Animation media, Video media, Media graphics / images, Media, Special effects, Media interactivity.

2) Multimedia Communication. Multimedia communication is the process of using or utilizing (mass) media, such as print media, radio, television, and the internet.

The purpose is as a medium to convey or publish a message or information, such as advertising material, news, (publication), entertainment, education, tutorials and so on. For this type of multimedia, the media used are: Print Media. Radio, TV Film, Games, Music, Entertainment, ICT (Internet)(Torisusantoh). Learning media functions as a learning aid that influences the environment, conditions, and learning motivation.(Hamalik, 2020).

Benefits of Learning Multimedia

In other words, in terms of a simulation using multimedia learning, users will try directly how something happens. Some of the advantages of multimedia in learning include:

1) Students can learn according to their abilities, readiness and desires. This means that the user himself controls the learning process.
2) Students learn from patient (computer) tutors who adapt to the student's abilities.
3) Students will be encouraged to pursue knowledge and gain instant feedback.
4) Students face an objective evaluation through their participation in the exercises/tests provided.
5) Students enjoy privacy where they don't have to be embarrassed when they make mistakes.
6) Learning when the need arises (“just-in-time” learning).
7) Learn whenever they want without being tied to a set time.(Surasmi, 2016).

In the writing of duniapendidikan.co.id, the advantages of multimedia can be

explained in terms of learning, including the following: Enlarging very small objects that are invisible to the eye, such as germs, bacteria, electrons, and others. Reducing very large objects, which are impossible to present in schools, such as elephants, houses, mountains and others. Presenting complex, complicated and fast or slow objects or events, such as the human body system, the operation of a machine, the orbit of the planet Mars, the growth of flowers and others. Presenting distant objects or events, such as the moon, stars, snow and others. Presenting dangerous objects or events, such as volcanic eruptions, tigers, poisons and others. Increasing students' attraction and attention.

In general, the benefits of Interactive Multimedia can be used as media: 1) Tutorials (Tool usage guides), 2) Entertainment (Games), etc.(htt). Things to do in utilizing multimedia: a) Understanding the material, b) Organizing the material systematically. Learning habits that are preferred by students, especially those related to visual language elements (icons, language, jargon, music illustrations, and so on) Messages are presented through unique ideas(Mardandi Hudaya).

CONCLUSION

Multimedia plays an important role in learning because it utilizes various media such as text, images, video and sound to convey information. Multimedia also provides interactivity that cannot be done by traditional media such as television, magazines and newspapers. Through multimedia, learning can be adjusted to the needs, readiness, and desires of students, thereby increasing interest and motivation to learn. Other advantages include the ability of multimedia to describe things that are difficult to explain in words, increase student interest, and provide fast and objective feedback through exercises or tests. Therefore, multimedia has great benefits in increasing learning efficiency. The conclusion can be a summary of the conclusions drawn from the research question or it can also be a recommendation for the next step

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