DEVELOPMENT OF VIDEO MEDIA RHYTHM PATTERN LEARNING IN THE SCHOOL MUSIC ENSEMBLE

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ABSTRACT

This study aims to develop Interactive Video Media for Rhythm Patterns in School Musical Ensemble Learning. The specific target of this research is to develop instructional media in the form of interactive videos, as well as to test the feasibility of these learning media

The research method used is development. As for testing the feasibility of the product, it is carried out in the following stages: (1) Preliminary steps which include: product planning, product development and product validation. This stage is the main one for testing the validity and reliability of the product with experts, (2) Small-scale trials using questionnaires and treatments. This stage is to test the validity and reliability of the product being tested on high school students. (3) Product testing, by testing the feasibility and effectiveness of the program development model. This stage is to test the products produced from training models. The research was conducted in April - September 2022 involving a group of school music ensembles in the Special Region of Yogyakarta.

The results of video product development are: (1) The product produced in this study is a learning video that is used as a medium for learning rhythm patterns in school music ensembles, (2) The feasibility of this product is viewed from the validation of material experts and media experts as well as a limited trial of 15 students Middle and high school in the Special Region of Yogyakarta. The results of calculating the percentage validity, is an assessment of material experts by 75% with the Very Eligible category; and student assessment of 86.6% in the Very Eligible category. Thus, the development of learning media for rhythm pattern learning material is feasible to be used as a medium for learning rhythm patterns in school music ensembles

Kata Kunci: *interactive video, rhythm pattern, school music ensemble learning*