

MULTIMEDIA DEVELOPMENT OF GEOGRAPHIC LEARNING IN THE MERAPI VOLCANIC AREA AND SURROUNDINGS

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ABSTRACT

The Covid-19 pandemic encourages the digital transformation of technological innovation to meet the needs of learning implementation including geography in minimizing the spread of the corona virus. This study aims to: (1) produce interactive learning multimedia based on Android and Personal Computer as a medium as well as learning material to support lectures on geography field practice about the Merapi Volcano Region and its surroundings (2) analyze the effectiveness of interactive multimedia learning multimedia based on Android and Personal Computer as media at the same time. learning materials to support geography lectures at the undergraduate and postgraduate levels. The research design uses the ADDIE Research and Development model (Branch, 2009), namely: Analysis, Design, Development, Implementation, and Evaluation. The research location is at UNY with respondents, namely 5 lecturers as experts on substance and media construction, and 8 students of the S1 and S2 Geography Education Study Programs. The analysis was carried out descriptively from the data obtained through a trial questionnaire.

The results of the study: 1) interactive learning multimedia was produced with the flipped book application combined with adobe flash maker embedded in android smartphones and personal computers. This multimedia, named Merapi Volcano Imaginary, substantially provides descriptions and activities for students related to geographical material (physical geography and socio-economic geography) in ten study areas in the Merapi volcano and its surroundings, including: Tugu Yogyakarta, Lava Bantal, Sambisari Temple, Mount Museum Merapi, Plawangan Hill, Mbah Maridjan Museum, Kaliadem Bunker, Gendol River, Rest of My Treasure Museum, Upper Opak River. 2) The results of the assessment with a score of 1 to 5 are: media expert = 4.90, material expert = 4.78. The average assessment of the experimental subjects included: Readability (3.95), Media integration (4.02), attractiveness (3.87), Coloring (3.73), Material understanding (3.76), material order (3.63), and Metacognitive Values (3.63). Based on the respondent's assessment, the multimedia product developed is categorized as very feasible and effective to be used as media and student teaching materials

Kata Kunci: *interactive multimedia, Merapi volcano, geography, android base*