Utilization of Kinemaster Application in Making Natural Science Teaching Media

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ABSTRACT

Background. In this globalization era, we as a teacher must be able to create a renewal in learning. As we know that at this time there are still many schools that still use a learning media system that is far from the influence of globalization, meaning that they still use old-fashioned learning media. Therefore, in this article we submit some utilization of an application, one of which is called Kinemaster, which can create simpler and more modern learning media.

Purpose. The purpose of this study is to use the kinemaster application as a learning medium so that learning is more interesting, colourful and makes students happy in natural science lessons.

Method. Sampling itself uses the purposive sampling method, the analysis is carried out descriptively qualitatively based on the data that has been obtained.

Results. The result of this research is that the kinemaster application is very useful as a medium for learning natural science because it makes students more interested and enthusiastic in learning.

Conclusion. It can be concluded that in this era of globalization everything uses an online system and everything uses a sophisticated science system and is also simple and modern. In this world of education, everything uses a sophisticated system so that we must be able to follow it so that our education system becomes modern and more interesting and clear. In this communication information technology we convey the use of the kine master application and also how to use the application from start to finish so that we can make good and clear learning media.

KEYWORDS

Globalization, Learning Media, Utilization

INTRODUCTION

Globalization is a way of uniting the world community by equalizing lifestyles, orientations and cultures (Martinez Tyson dkk., 2021). In this globalization era, there are many impacts that arise in the world, there are negative impacts and positive impacts. One of the negative impacts is affecting our students' interest in learning. Which makes them bored with the old learning style. As for the positive impact, more and more technology is developing in the world, one of which is in

the world of education so that it can create a more modern learning media (Chatzara dkk., 2019).

As for other globalization definitions, globalization is a global activity that affects social, cultural and other influences (Bisanzio dkk., 2020). In this globalization era, the development of science is very rapid, creating various advances in the field of knowledge and other communication tools (Z. Yang, 2021). The development of this knowledge gave birth to various tools that help in any activity, especially learning activities. With the advancement of science, it creates a learning process that is very effective and time efficient and also has an attraction that really attracts the attention of students later.

The rapid development of science today causes various advances that must be followed by the community, one of which is in terms of education where we must also be able to master these advances so that we can provide modern learning, one of which is by utilizing contemporary applications that can make it easier to provide learning media (Stojan dkk., 2022) . The development of information communication technology in the world can also affect all the activities of the world community, one of which is in the field of education which makes education more modern and more contemporary (Zhang dkk., 2022). at this time now internet-based learning or the like is now rampant everywhere, therefore we as future teachers must be able to really utilize this technology in every lesson that we will provide so that it can make learning modern and develop from before. In the world of education in Indonesia itself, many have used an e learning system that facilitates all matters in the school it self (Chung & Lee, 2019).

In education in this globalization era, the use of sophisticated technological tools greatly affects all existing systems, in this influence there are also good influences and bad influences so that we must be able to utilize everything properly (Yemini, 2019). education in this era has changed a lot from what it should be so that we must be able to manage it so that it does not run by itself. As a teacher we must be able to utilize technology in our education so that we become one of the pioneers of modern education in the future (Moseikina dkk., 2022). We as teachers must be able to maintain the character of our students because in this globalization era there are also many negative influences that enter in addition to the good influences. Teachers in this globalization era must be able to make these bad influences not enter into their students so that only good influences will be used by the child.

In providing a good education system, a teacher must have the ability, especially in terms of managing or utilizing this technology because the better a teacher utilizes this science and technology, the education they provide to students will also be of high quality because students will feel happy if the education system they live in is more modern and in accordance with the times (Partel dkk., 2019).

Education is a teaching and learning activity between teachers and students that will create great people after that (Rivera dkk., 2020). Education in this era of globalization must be able to be improved and can also be directed in accordance with the times so that there is no failure in education in the future (Hassan dkk., 2022). The education that we will create must be able to keep up with the times which can provide or use the sophistication of science, one of which is the use of tools that can create learning media that are very useful for teachers and students later (Sohoni, 2019). The world of education in Indonesia has begun to keep up with the times which later could be a lot of updates that will be created in education in Indonesia itself. In our country, we really need people who can bring updates in the world of education, one of which is by utilizing this capcut application in the creation of interesting and effective learning media (Rivera dkk., 2020).

In developing this media, you also have to look at everything and also be able to read the needs that are needed in our learning so that everything does not run away with what has been

determined at the beginning and also what learning objectives will be desired in the future so that learning is successful with what has been determined (Sumarwati dkk., 2020). There is an educational role in the family, this causes the main role in the family during the pandemic to be very important. Because the learning process is the main role in the family that makes parents and other family parties to improve or pay attention to information communication technology how children are at home in face-to-face learning during the pandemic (Lin & Shek, 2021). But children who study at home make parents often scold their children and make the child frustrated. As long as learning is carried out remotely, it makes children's characters addicted to playing online games, not making assignments and others. So that parents are upset and often scold the child (Stone dkk., 2019).

The development of learning media in this globalization era is much more using technological tools, one of which is the application of learning media editing according to what we discuss is the Kinemaster application which in this application can make learning media more real and effective (Nicolaou, 2021). Education is very much needed in Indonesia because as we know that education is one of the steps in overcoming poverty cases, because in this education the person to be educated will gain knowledge and make our society far from ignorance so that poverty will also be far from this country (Ashour, 2020). The education that we must carry out at this time must be able to adapt to the development of the existing era because of the communication information technology we do not follow the flow of this era, then education will be left behind (Haldar & Sethi, 2022).

At this time the development of science is so rapid and fast that all information in any part of the world can be accessed quickly. With the advancement of this communication tool, all existing systems are simpler and more modern, one example of the influence of this scientific progress is in the field of education, we can see that the world of education today is influenced by the advancement of science and technology. In the progress of this era, the use of sophisticated tools has become commonplace for us, therefore we must be able to use technological tools as a renewal in the world of education (Qiu dkk., 2019).

The kinemaster application is an application used for video editing on mobile phones, which uses various features used in android. This application can be used with high quality, this kinemaster application has many different layers such as text, bakcround,. Images, audio, and interesting effects that can be used for video editing. in editing learning media videos, learning videos can be delivered via whatsaap, youtube, instragam, and twiter (Anderson dkk., 2021). In delivering applications through these media, people who want to see or use can see the learning media. This audio visual learning media has many benefits that are used for students in making learning media provided by teachers to students. This audio-visual learning media, apart from utilizing learning but can be used or utilized in office workers to make presentations. At the time of the Covid pandemic (19) learning media was very much needed in the learning that would be provided by educators to students. Because, in Indonesia schools are conducted online, therefore teachers utilize learning media to provide material to students (Alismaiel dkk., 2022). In providing learning media, teachers provide interesting learning media, interesting animated images, interesting text, and a bakcround that has complete features. So that students in receiving learning are accompanied by interesting learning media, students will be more enthusiastic, creative, and active in receiving the learning provided (Rozgonjuk dkk., 2019).

The use of audio-visual learning media has a success rate, because by using audio-visual learning media students will be more active in improving the learning provided by the teacher, then to improve the sense of hearing and students are more eager to take part in learning and will not feel bored because the learning videos provided use interesting cartoon characters so that students in

mendepatkan material will be more excited. In applying this application, we as teachers must be able to use the tool properly and bear, so that the results of using this application are maximized, we must be able to know the steps in its use. The use of this application can provide practical learning media in the future so that learning done by teachers is more simple and modern (Ji dkk., 2022).

In using this kine master application, we must first know who and what class we will teach later so that the learning objectives and the purpose of making this media can reach the learning objectives later. This kine master application also has many features that can be used later by a teacher, one of the features that is very helpful is the feature of moving images from top to bottom or to the other side. This feature helps teachers in providing more interesting learning media later and can make students become enthusiastic in learning (Yeni & Mudinillah, 2021). The use of this kine master application in addition to helping in learning this application is also often used in viography or other content creators because of the uniqueness of this application. This application also provides convenience in its use where the use of this application is very simple and can be used by anyone (Q. Yang dkk., 2019).

Covid 19 as we know covid began to hit our country at the end of 2019, which greatly surprised all parties in this part of the world, all eyes are focused on this condition which is very threatening to the world population, the beginning of this lassusu itself occurred in Wuhan which ate many casualties. After that, it began to spread to all corners of the world (Kubayi & Larkin, 2019), in this condition it makes all layers and all elements of life chaotic, especially in this world of education, until now the education that is carried out is still disrupted by this covid, therefore it really needs our ability to make updates, one way is to provide an education system based on scientific capabilities and also use an online-based system, one of which is by utilizing this kine master application. A versatile application that is useful in the world of education by providing learning media, one of them.

In today's conditions we must be able to read all the situations that exist. Especially in this covid condition, all existing systems mostly use online systems , therefore one of the answers is the use of this kinemaster application (Xin dkk., 2022). This covid 19 condition makes the education system also change, covid 19 also makes a barrier to the old education system, so renewal is needed in education, education must also be able to keep up with the times and take advantage of everything, both sophisticated science and technology and our knowledge as teachers in the future. Covid 19 also complicates us in many fields, both in the economic, educational and other fields. Now in addition to utilizing this kine master application in the field of education, it can also be used in the economic field which can help us in this covid 19 condition.

RESEARCH METHODOLOGY

The discussion contained in this study is the activity of utilizing learning media in the era of globalization, teacher perceptions and evaluation of the use of the Kine master application at elementary school 06 Tanjung Baru in the context of developing learning media. Sampling itself uses the purposive sampling method. To find out the social sample with regard to the teacher's opinion (O'Rourke Scott, 2022). The number of samples that can be taken is around 14 teachers from elementary school 06 Tanjung Baru who are directly related to the utilization of learning media using this kine master application. In using the kine master application, it will facilitate the learning system in elementary schools later, it will make students interested in the learning that the teacher will convey (Rafiqa dkk., 2021).

Primary data is obtained from the observation process, questions and answers with teachers and filling out questionnaires. Meanwhile, secondary data is obtained from agencies related to the

topic to be discussed. The spatial analysis activity is carried out by discussing how effective the utilization of learning media used by elementary school teachers 06 Tanjung Baru. The analysis is carried out descriptively qualitatively based on the data that has been obtained. This analysis also aims to find out how much influence this application has in future learning so that this learning can be more easily understood by students (Yaseen dkk., 2019).

RESULT AND DISCUSSION

Utilization of Kine Master Application

Kine Master is a video editing and content creator application software with a variety of elegant features. With this software application, we can get instagenic-looking results that are worth posting to social media. Kine Master or previously named Viamaker can be accessed for free on Google Playstore. One of the advantages is that this application has an attractive interface. This application has minimalist elements and minimal colors that make users will not feel bored when using this application. In addition, this application is equipped with a feature placement that is very easy to access and also does not cover this screen window.

The advantages of this application make it much loved by various groups. Currently the reting is more than 4+ in the Play Store, this proves that information communication technology that fans are not only from within the country but have spread throughout the world. In addition to some of these advantages, this application has very complete and sophisticated features. The use of the application features is also very easy so that anyone can use it. Features contained in this application include cut, delay, zoom and many other features that can be utilized by its users. The developer of this application has also provided features of communication information technology and funny and poetic quotes so that users do not feel bored.

This app can also be used to edit videos into very interesting poetry musicalization videos. Apart from providing standard features, this app also has features that are no less complete. This Kine Master application is very unique because it contains copyright-free music albums. So that users can use it freely without being constrained by legal problems. In utilizing this application, everything can be accessed for free and can also be used in any case. This kine master application also helps all circles both in the world of education, gamers and other videography (Mavromihales dkk., 2019).

The learning media that we will use later can be in the form of graphic videos or other moving images. As we know learning media is a tool used in supporting the learning process in the future and can also help teachers in delivering the material that will be discussed in their learning. The learning media that will be made later is learning media that attracts the attention of students and can also deliver material in detail and clearly to all students later (Lacka dkk., 2021). The media that we will use is media that can display all learning. Good media for now is videography learning media and other moving images. Learning media that we can utilize in learning this Natural Science such as videos of plant species or the like. This media can help grade 4 elementary school students to understand this learning and can create better and clearer learning in the future (Petrovic, 2019).

The use of learning videos in natural science learning is very necessary because not all material can be included in the learning video (Chang dkk., 2020). Learning videos can be made through the Kinemaster application which functions to create and edit videos, the Kinemaster application has various features that can be developed in making learning videos. Features that serve to help and facilitate the editing process provided by the Kinemaster application such as:

Video size is a feature that can be used to determine the size of the created video

Media addition feature is a feature that functions to add images and videos

Fiture communication information technology, in this feature the application provides free communication information technology that can be used

Transition feature is a feature used to replace effects and audio.

From the features above are the best features provided by the Kinemaster application. That feature can also support the provision of good and clear learning media to students later. This kine master application is an application that can be accessed anywhere and its use is also simple and easy for all people. From that feature, it also makes our and cool to be seen by our students later (Samuel dkk., 2020). We utilize this application this time in natural science learning media, which in natural science learning often requires media that can support our class learning (Karepesina dkk., 2023).

How to use this application is also simple by simply opening the application and at the beginning we will be told to choose the video curves that we will make. And also in this selection is also discussed in the feature earlier. everything depends on what we will make and adjust to what will be continued in the future. After selecting the size we will also enter the application which will come out after that are all the additional features of both media and other materials that we need in providing this learning media. After that, please make learning media in accordance with what we want or what we need in providing media. One example is that we use it in learning natural science in grade 4 of Tanjung Baru elementary school and also we choose what subtheme or topic we will make the learner and we make it as interesting as possible and can also attract the attention of our own students so that learning is carried out well and clearly in the future (Sumilat dkk., 2022).

One of the examples we can use in making learning media about the division of animals based on their food, in this video or learning media we can insert pictures of these animals and make it a storyline in learning (Wuryastuti, 2008). later and we can also insert pictures of food and grouping of these animals. In this video or learning media we will divide the animal according to our learning. This division is divided into three omnifora, carnifora, herbivora (Wuryastuti, 2008). Omnifora is an animal that eats all kinds of food both plants and meat such as chicken, dogs and others after that we make in our video narrative as an omnivore group with pictures. Then camnifora is a meat-eating animal such as lions, tigers and others. In our videos or learning media, we can embed images along with examples and we can also give layers that make it interesting and more fun for our students to see. Furthermore, herbivores are plant-eating animals, one example is cows, goats, horses and others. In the video we also attach the discussion and we can combine it with the previous video so that it becomes one and more efficient in time.

CONCLUSION

It can be concluded that in this era of globalization everything uses an online system and everything uses a sophisticated science system and is also simple and modern. In this world of education, everything uses a sophisticated system so that we must be able to follow it so that our education system becomes modern and more interesting and clear. In this communication information technology we convey the use of the kine master application and also how to use the application from start to finish so that we can make good and clear learning media. In this communication information technology we take samples at elementary school 06 Tanjung Alam where later we will apply learning media using the Kine Master application and also use it in natural science learning. So that this natural science learning can be carried out clearly and in detail and it is also clear what students will learn.

The use of this kine master application can also be used in our needs outside of learning media, we can also use it in video graphics and can also be used in other needs. Such as yuotube content, intragarm, information communication technology and others as we know that nowadays many children access the application so that we can also take advantage of it and access it for our learning. So that we can minimize the bad influence on our students. In this learning media, we also do not focus on learning alone but we also utilize it in our own social media so that it can also generate value or our own income coffers. This kine master application can be downloaded for free on goggle and we also access or dwonlod using playstore or appstore. Which is very easy to access and run by our handpond or laptop. So that learning or the development of this science is a blessing for us and also useful in our lives.

AUTHORS' CONTRIBUTION

Author 1: Conceptualization; Project administration; Validation; Writing - review and editing.
Author 2: Conceptualization; Data curation; In-vestigation.
Author 3: Data curation; Investigation.

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