Interactive Teaching Material Development Training Using Macromedia Flash 8 for Teacher-Working Group Based on ICT in The Elementary School in District of Pontianak City

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ABSTRACT

Devotion to The Society aims to provide understanding and improvement of skills in creating interactive materials using Macromedia Flash 8. The method of activities implemented is in the form of direct practice of creating interactive materials using Macromedia Flash 8 with competent instructors with training materials and to provide direct experience to participants consisting of 21 teachers of members of the Pontianak City ICT Teachers Working Group. After completing the training of interactive learning materials using Macromedia Flash 8, 21 participants already understand and skillful in making flowchart, Scene, and Frame. Meanwhile, to understand and skilled in making Action Script only 11 people only, it is anticipated by the resource by providing action script file directly to participants who have not understood. At the end of the training session, the instructor checks the results of making interactive teaching materials from each participant. Of the 21 participants who successfully completed the teaching materials are only 17 people, from 17 people are only 10 people whose teaching materials can be used, while the 7 people there is a mistake in writing Action Script it. The training of interactive instructional materials using Macromedia Flas 8 is necessary for teachers in elementary schools as it is very useful to improve the competencies needed to address the challenges of the education world in today's information age. The use of Macromedia Flash 8 in evaluating the success of a learning process will increase the excitement of learning for students because more interesting and challenging can also improve the students' thinking process skills.

INTRODUCTION

The rapid development of information technology has brought the world into a new era faster than ever imagined. These technological developments bring about change in many areas of human life. One result of technological advances in the production of computers as human aids in doing the work and also the internet as a means of communication liaison used through computers. The development of computers in all fields grow so rapidly penetrated the world of our education with all its aspects concerning the administrative needs of teacher and student management, so that almost all our activities cannot be separated from this increasingly sophisticated information technology.

In line with this, then in the world of education must adjust to these developments. In the learning process is no longer just apply the condition that has been going on for a long time until now. Teachers need to be creative to implement an interesting learning model and can trigger the excitement and motivation of students in following the learning process. With the now-all-globalized conditions, teachers are required to master and understand ICT Information and Communication Technology) to be utilized as an interactive learning medium. With the learning model that uses interactive media, it is proper that the implementation process of the evaluation is also adjusted to the learning model, that is the teacher is required to develop interactive computer-based problem model. One of the software that can be utilized is Macromedia Flash 8.

From the results of preliminary observation, it is found that many teachers in elementary schools have used ICT in their learning process, but have not conducted the evaluation process using interactive question. Thus it is considered necessary to provide training on how to create teaching materials and interactive problems with Macromedia Flash applications 8. The reason for choosing an ICT-based Teacher Working Group (KKG) in Pontianak as the target of this training is that all members have mastered the use of computers and have the potential to develop creativity in making interactive questions.

METHOD

A. Troubleshooting Framework

This form of PKM is a training of making interactive learning materials using Macromedia Flash 8 and the framework of troubleshooting is done:
1. Determining resources that have capabilities that match the theme of the activities to be implemented
2. Providing practical training on making interactive teaching materials directly

B. Forms of Activities

PKM activities will be carried out in the form of training, so to answer the problem is to provide direct training to elementary school teachers who are members of ICT-based Ponorak Kota Pontianak.

C. Time and Place of Implementation

The training was held on Saturday, August 26, 2017, starting at 07.30 until 17.20 at the ICT Laboratory of Campus 2 PGSD FKIP Untan.

D. Target Audience

The targets in this PKM activity are elementary school teachers who are members of ICT-based Pontianak City KKG.

E. Linkages

This PKM activity is related to the following elements.
1. Classroom Teachers and/or Subject Teachers in Elementary Schools.
2. Pontianak Education Office that is expected to support the implementation of training activities that have been programmed.
3. Tanjungpura University, especially FKIP Department of Primary Education, Elementary School Teacher Education Study Program in implementing Tri Dharma Higher Education one of which is the Devotion to Society.

F. Activity Methods

The method of activities carried out is in the form of direct practice of making interactive materials using Macromedia Flash 8 with competent instructors with training materials.

RESULTS AND DISCUSSIONS

A. Training Results

The training of interactive instructional materials using Macromedia Flash 8 was held on August 26, 2017, starting at 07.00 until 17.20 at the PGSD ICT Laboratory FKIP Untan. The training was attended by teachers who are members of ICT-based KKG contents Pontianak as many as 20 people and 1 person from SDN 68 Sungai Raya Kabupaten Kubu Raya. The resource persons/instructors in this training are representatives of PKM PGSD FKIP Untan Team.

The activity started with discussion and debriefing about Macromedia Flash 8, from the discussion activity, it was found that most (98%) of the trainees did not know yet and did not master the Macromedia Flash 8 program, but almost all participants (92%) ever made interactive material using the MS Powerpoint program so the training begins by introducing the Macromedia Flash 8 program, how to open and run it.

At the time of the practice of creating interactive materials, the resource person/instructor directly guides the participants to create teaching materials consisting of Profile, Menu, Material, Exercise Problem, and program flow. The participants have difficulty in understanding the writing of Action Script because the first time using this Macromedia Flash 8 program. Details of the training materials provided as follows:

Table 1
Details of The Training Materials Provided

No.	Material	Information
1.	Interactive teaching material flowchart	1 hour
2.	Introduction to Macromedia Flash 8	1 hour
3.	Scene	1 hour
4.	Frame	2 hour
5.	Action Script	3 hour

Figure 1. Lecturer give explanation about interactive teaching using Macromedia Flash

Figure 2. Students discuss about interactive learning using Macromedia Flash

B. Discussion of Training Results

After completing the training of interactive learning materials using Macromedia Flash 8, 21 participants already understand and skillful in making flowchart, Scene, and Frame. Meanwhile, to understand and skilled in making Action Script only 11 people only, it is anticipated by the resource by providing action script file directly to participants who have not understood.

At the end of the training session, the instructor checks the results of making interactive teaching materials from each participant. Of the 21 participants who successfully completed the teaching materials are only 17 people, from 17 people are only 10 people whose teaching materials can be used, while the 7 people there is a mistake in writing Action Script it.

From the question and answer, almost all participants stated that the time available for the training was very poor, they suggested increasing the training time.

CONCLUSION AND SUGGESTION

A. Conclusion

The training of interactive instructional materials using Macromedia Flas 8 is necessary for teachers in elementary schools as it is very useful to improve the competencies needed to address the challenges of the education world in today's information age.

The use of Macromedia Flash 8 in evaluating the success of a learning process will increase the excitement of learning for students because more interesting and challenging can also improve the students' thinking process skills.

B. Suggestions

Considering the interest and attention of the trainees to deepen Macromedia Flas 8, the time for the training is added because there is still a lot of material that has not been submitted for the purpose of making interactive materials suitable for use by students in elementary school.

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