DEVELOPMENT OF COMPUTER-BASED PHOTOSHOP LEARNING MEDIA USING COMPUTER BASED INTERACTION METHOD

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Article Info	Abstract
	Advances in communication and information technology need to be continuously adapted to various disciplines, including education. Nowadays, Photoshop is one of the most widely used editing software by designers to produce quality images. Factors that influence efforts to improve users' Photoshop learning abilities include teacher competence, learning facilities, learning environment, user learning motivation, and learning models used. To support Photoshop learning, it is necessary to design an attractive learning media. Computer-Based Instruction is one of the techniques commonly used to create a learning application, CBI is usually used for making interesting designs that apply human-computer interaction and how learning materials are made. And it can help users understand and further increase user enthusiasm and motivation to learn Photoshop. Macromedia Flash is a program used to design a learning application that describes the learning storyline. Photoshop CS 3 tutorial is designed using Macromedia Flash 8 which can be easily understood by users in the learning process

1. INTRODUCTION

The learning process can be done in many ways. Whether it's through teacher mediation, reading books, or self-taught methods. However, the learning process was not enough to satisfy curiosity. Because learning by a teacher is limited in time, and if learning is self-taught, not all users have a hobby of reading books and the price of books is too expensive. Therefore, we need a fairly perfect way of implementation. The right learning method will determine a person to absorb the knowledge given well. [1]–[5]

Computer-Based Interaction is one of the techniques commonly used to create a learning application, CBI is usually used for making attractive designs that apply human and computer interactions and how learning materials are made. Computer-Based Instruction or learning applications that use computers, namely programmed learning that uses computers as the main tool for communicating material to students, computers become centers of learning where students play a more active role in learning material in the main media of computers. Students learn independently without the help of the teacher's role.[6], [7] Multimedia is taken from the word multi and media. Multi means many and media means media or intermediaries. Multimedia is a combination of several elements, namely text, graphics, sound, video, and animation that produces a presentation.[8], [9] Multimedia also has high interactive communication. For computer users, multimedia can be interpreted as computer information that can be presented via audio or video, text, graphics, and animation. One learning environment that plays a very important role in facilitating students' mastery of competence is the application of technology in using learning simulations. Learning media is a tool or media used to assist and serve in learning. Learning media helps to learn an understanding of the competencies that must be mastered, with the aim of enhancing learning outcomes. [10]–[15]

Learning is essentially a process of interaction between teachers and students, both direct interactions such as face-to-face activities or indirectly, namely by using various learning media. Based on the differences in these interactions, learning activities can be carried out using various learning patterns. Learning activities are designed to provide learning experiences that involve mental and physical processes through interactions between students, students and teachers, the environment, and other learning resources in order to achieve basic competencies.[16]–[19]

2. METHOD

Research and development are focused on Computer-Based Instruction (CBI) learning media on the material of applying and testing various tools used in the Photoshop application. This research and development are carried out with the basics of using the Photoshop application in accordance with the description above. A scientific study will find different data collection techniques. The techniques used in data collection must be in accordance with the nature and purpose of the research being carried out.

In the research on the development of CBI learning media, it is divided into three instruments. First, the learning media validation sheet. The validation sheet is used in obtaining validation data for the feasibility of learning media which will be filled in by several experts (validators). Learning media is said to be suitable for use if it meets the standard values of all validators. In addition to validated learning media, learning tools also need to be validated. It is intended that in implementing the learning process as desired. The existence of a valid learning device will make the learning process run well. The last one is the response questionnaire given. The response questionnaire aims to collect data about the responses to the tested CBI learning media. The questionnaire that has been distributed according to the plan will produce assessment data about the feasibility of the learning media that has been made.

3. RESULTS AND DISCUSSION

The following are the results of the implementation of the Adobe Photoshop learning program designed.

1. Main Application Form

The main application form is a form that contains buttons that contain sub-menus to run video tutorials, the application is designed to be as attractive as possible as the interface design so that it looks attractive and easy to use, here is the interface.

Figure 1 Main Application Display

2. Material Selection Form

The material selection form has several sub-menus that will be selected for the material to be discussed and the Quis sub menu will display the questions to be answered.

Figure 2 Display For Material Selection

3. Meeting Material Form 1

The main form for meeting 1 contains information about the introduction of Adobe Photoshop in the form of video.

Figure 3: First Material Display

4. Meeting Material Form 2

The 2nd meeting form which contains a video tutorial that explains how to make a worksheet in the Adobe Photoshop CS 3 application

Figure 4 Material Display 2

5. Material Display Form 3

Meeting material form 3 which contains a video tutorial on how to use painting tools in the Adobe Photoshop CS3 application.
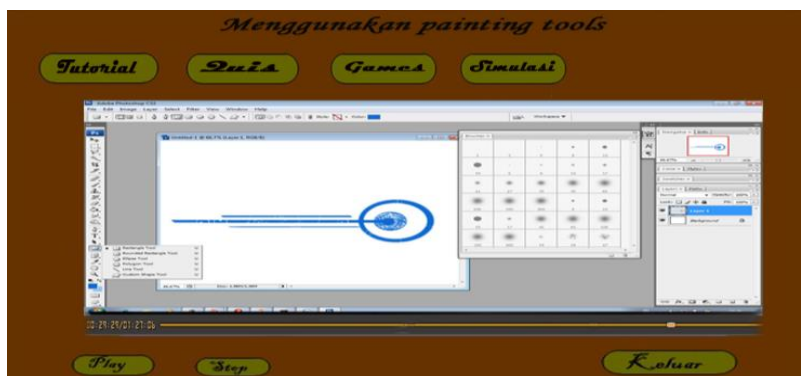

Figure 5 Material Display 3

6. Quiz Display Form For questions can be seen in the image below, where the material that is entered will contain questions related to Adobe Photoshop CS3, along with the appearance.

Figure 6 Quis Display

7. Games Display Form
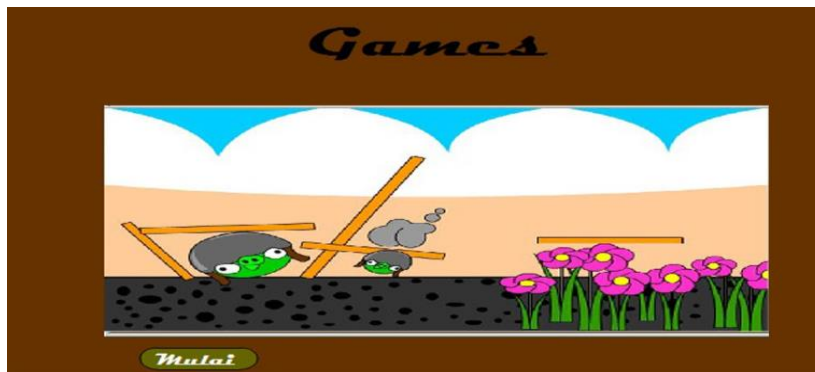This form displays the main view of the games contained in the learning application.

Figure 7 Display Games

8. Simulation Display Form
This form displays a Photoshop CS 3 learning simulation

Figure 8 Simulation Display

4. CONCLUSION

Knowing the results of applications that contain computer-based learning where the presentation is in the form of visualization of Adobe Photoshop CS 3 learning materials with an attractive appearance and can increase understanding by users who use them. The application of the computer-based instruction (CBI) method in learning Adobe Photoshop CS 3 will be very helpful in creating directed and interactive learning, besides that the attractive appearance makes users more interested in learning, self-confidence, and independent learning. Designing an Adobe Photoshop learning application that displays video, sound, text, images, which is displayed will be very helpful in explaining the material and increasing curiosity about computer-based instruction with the Macromedia Flash 8 application program.

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