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WEB BASED ONLINE MUSIC CLASS DESIGN (Ganesha Dheva Music)

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Abstract

Technology is always used in various aspects of life, especially in the arts. Ganesha Dheva Musik is a course that always tries to keep up with technological developments to improve quality. However, there are still problems with this course such as offline learning. Based on these problems, a hybrid learning website is needed that can help solve these problems. The results obtained from this study are a website that can be used for all students at Ganesha Dheva Musik. The hybrid learning website can help solve learning problems offline to online and make assignments n each material.
Keywords: Website, Hybrid Learning, Courses

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1. INTRODUCTION

The times, cannot be separated from technological advances. This has a major influence on today's human lifestyle, such as the development of technology in education known as hybrid learning. Hybird-learning is a medium that is used as a medium for face-to-face learning between students and teachers on an online basis. The next online-based learning media is E-learning, where the teacher will deliver material to students without being face to face. The Ganesha Dheva Music course is a music lesson that was founded in 2000 in Ngunut District, Tulungagung Regency. This tutoring place is not only practicing vocals, but also practicing music such as piano, vocal group, choir, and speeches. Hybrid learning is a learning model that integrates innovation and technological advancement through an online learning system with the interaction and participation of traditional learning models (Kaye Thorne at al 2003). Why did I choose hybrid learning because this course is about learning music not school lessons and uses live videos from the course teacher so students can study on their own at home.

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Learning at Ganesha Dheva Music is still offline / face-to-face, that is, students must come to the course and get the material directly from the teacher, while in some courses the material can be downloaded on the website to be studied at home. Difficulty learning independently without the direction of the next video recommendation to learn but on the other hand learning without teacher guidance is not easy. From the above problems, the researcher proposes a Web-based Online Music Class Design website (Case Study of Ganesha Dheva Musik) which is expected to help the learning process online.

2. BASIC THEORY

2.1. HYBIRD LEARNING

According to Wahyuddin (2015: 79) Hybrid learning model or hybrid learning is a combination of in-class learning models and online learning without eliminating face-to-face learning. According to Kaye Thorne, Kogan Page, (2003). That the definition of Hybrid learning is a learning model that integrates innovation and technological progress through an online learning system with the interaction and participation of traditional learning models. The hybrid learning method is a combination of face-to-face instructional methods with online learning processes. The hybrid learning system combines two choices of who will play the main role (lead) in the lecture process: instructor-led or student (learner-led). In general, the initial stage of implementing instructor-led is then when the lecture process has progressed change it to student-led.

2.2. E-LEARNING

According to (Romindo, 2017), "E-learning is a learning activity that uses an electronic media or information technology" [6]. According to Nursalam (in Praptiningsih and Bambang, 2015), "E-Learning can be defined as connecting students with learning resources that are physically separate but can communicate, interact or collaborate directly or indirectly" [2]. According to Ariana Azimah (2016: 175) E-learning is the basis and logical consequence of the development of information technology and communication. E-learning systems are a form of teaching and learning process that uses and utilizes electronic devices and digital media, both non-mobile and mobile.

2.3. COURSES

According to Sihombing, (2001) The definition of a course is a training institution that is included in the type of non-formal education. The course is a teaching and learning activity like a school. The difference is that courses are usually held for a short time and only for learning one particular skill. For example, a three month or 50 hour English course, a mechanic course, a cooking course, sewing, music and so on. Participants who have attended the course well can get a certificate or certificate. For certain skills such as beautician or hairdressing courses,

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course participants are required to take a state exam. This state exam is intended to monitor the quality of the course concerned, so that the lessons given meet the requirements and participants have skills in their fields

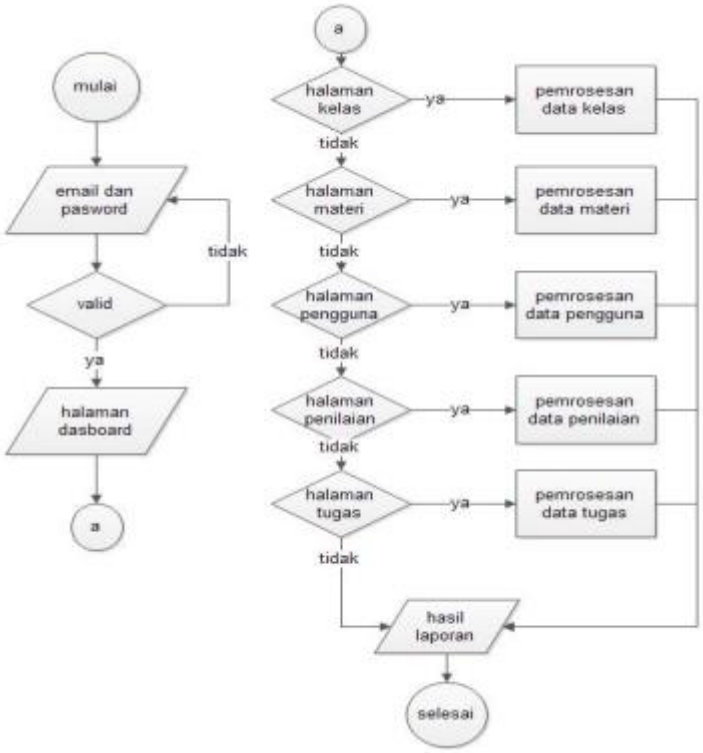
3. RESEARCH METHODS

3.1. FLOWCHART

According to Indrajani (2011, p22), a flowchart is a graphic depiction of the steps and sequence of procedures in a program. It usually makes it easier to solve problems that specifically need further study and evaluation.

The form of flowchart flow in the system is as follows:

a. Admin Flowchart



Information :

1. Start running the application and choose login as admin
2. To enter the application, the admin needs to enter a username and password
3. After that there is a validation process, if the username and password match, it will enter the dashboard page, but if not then it will return to step 2
4. After admin enters the dashboard page, the admin can choose the menu. If the admin chooses the class page menu, the pages used in class data processing will be displayed, such as adding data, changing data, and deleting data. But if you don't choose it will skip to step 5

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5. If you select a material page, it will display the pages used in material data processing such as adding data, changing data, deleting data. But if you don't choose then skip to step 6
6. If you select a user page, a user page will appear containing students who have logged in
7. The results of the rating of all videos will appear on the rating page
8. If you select an assignment page, the student's completed assignment page will be displayed.
9. The process in the application system is complete

b. User Flowchart

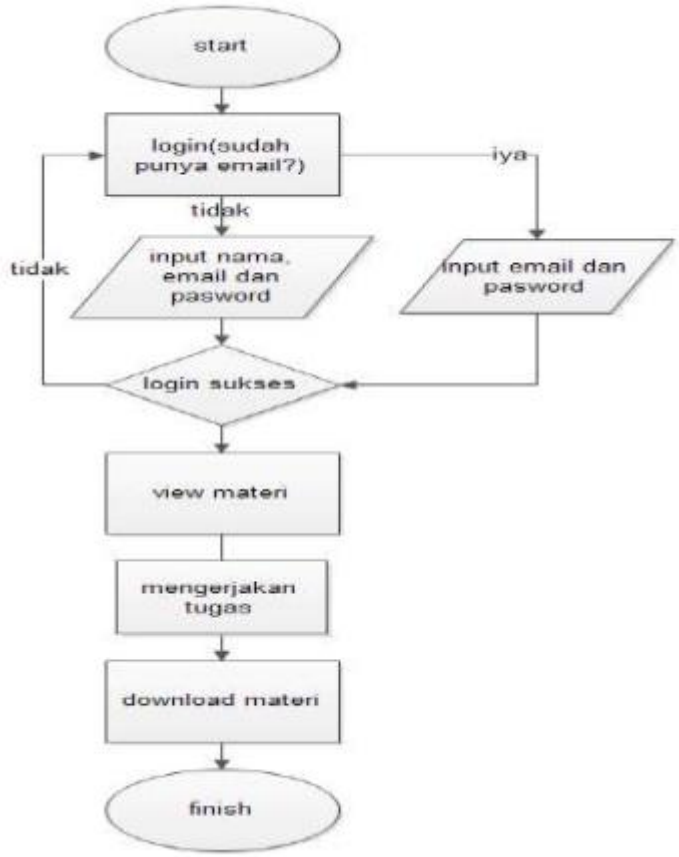

Figure 2 User Flowchart

Information :

1. Start running the application
2. Enter the login password and password, if you have never logged in, you are required to register first
3. Students can see the material that the teacher has given

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4. After seeing and studying the material students are required to do the assignments that have been studied
5. If students want to save the material video, they can download the video
6. The process in the application system is complete

3.2. DFD (Data Flow Diagram)

According to Indrajani (2011, p11) Data Flow Diagram (DFD) is a tool that describes the flow of data until a system is completed, and work or processes are carried out in the system.

The DFD form in the system is as follows:

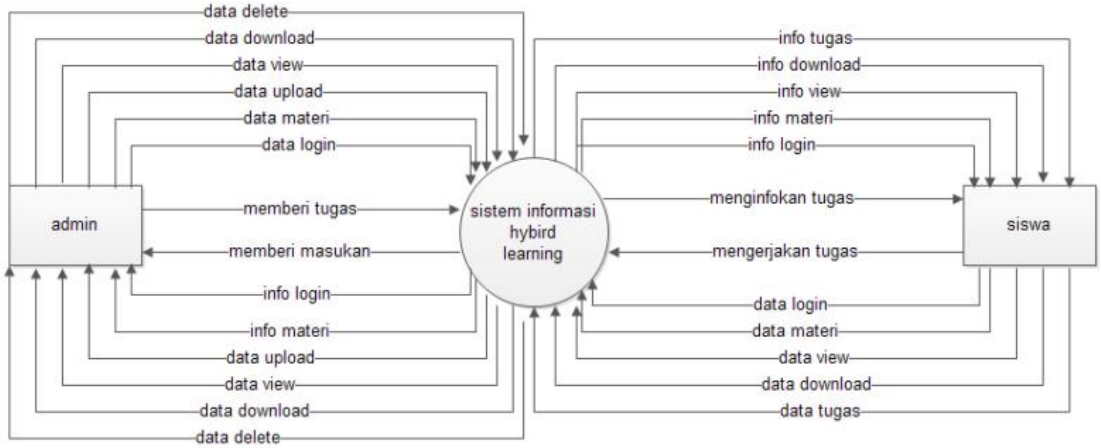

Figure 3 DFD (Data Flow Diagram)

3.3. ERD (Entity Relationship Diagram)

Brady and Loonam (2010) argue that Entity Relationship Diagram (ERD) is a technique used to model the data needs of an organization. In this Entity Relational Diagram you will see the relationship between the files.

The form of ERD in the system is as follows:

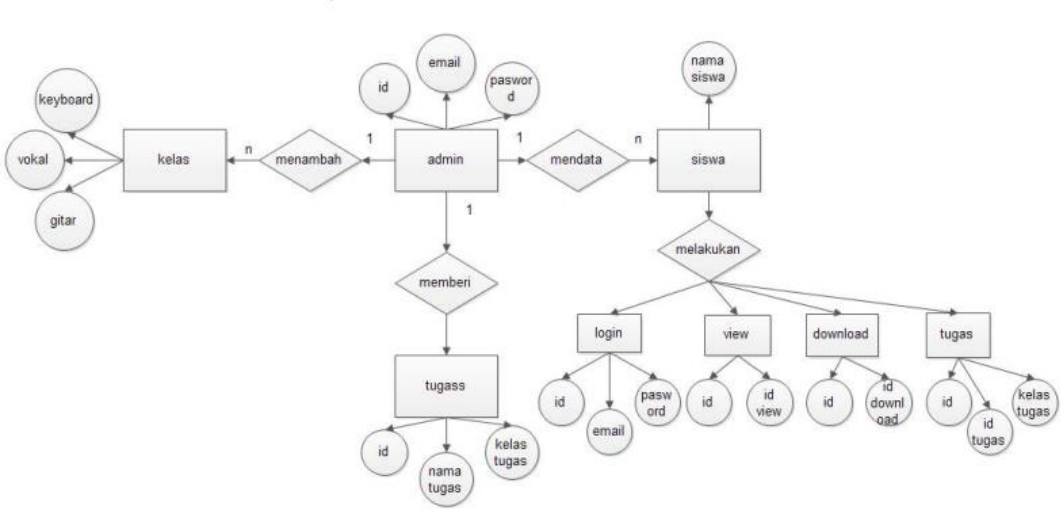

Figure 4 ERD (Entity Relationship Diagram)

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4. RESULTS AND DISCUSSION

4.1. SYSTEM IMPLEMENTATION

The system implementation stage is a continuation stage of system design activities.

The result of this implementation will be a system that is ready to use. The appearance of each menu is as follows:

Figure 5 Dasboard Page

After successfully logging in, it will enter the dashboard page. Inside the dashboard there are class menus, materials, assignments, users, and settings.

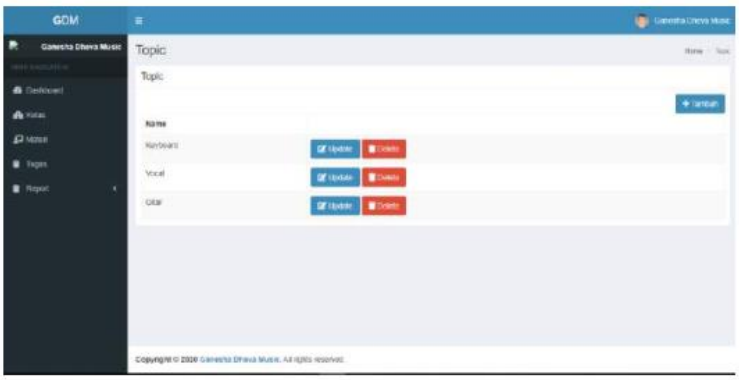

Figure 6 Class Page

Entering the class page, there are add class, update and delete buttons.

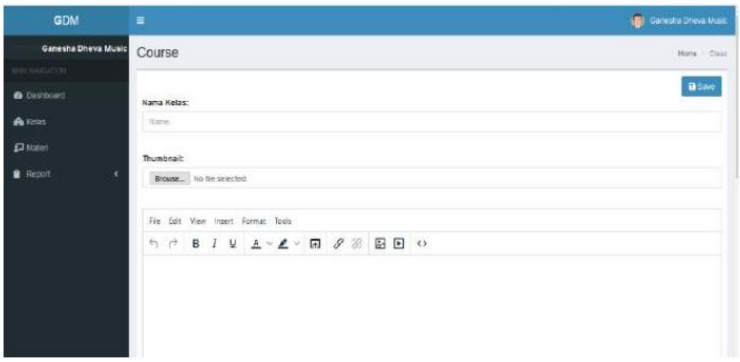

Figure 7 Destination Routes

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Furthermore, there is a added Class page display. This page has a column to fill in the class name, thumbnail and description. There is a save option, if it has been saved, the added class that has been filled in can be saved and displayed on the material page.

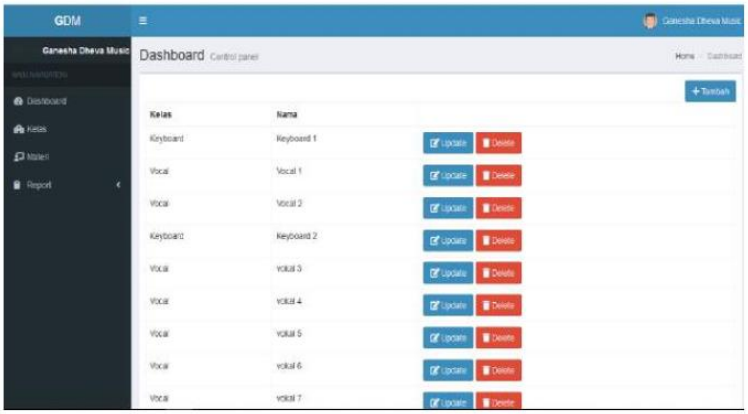

Figure 8 Material Page

In Figure 4.6 there is a material page display. This page contains the material to be studied, there is an add button and there are also 2 actions, namely update and delete.

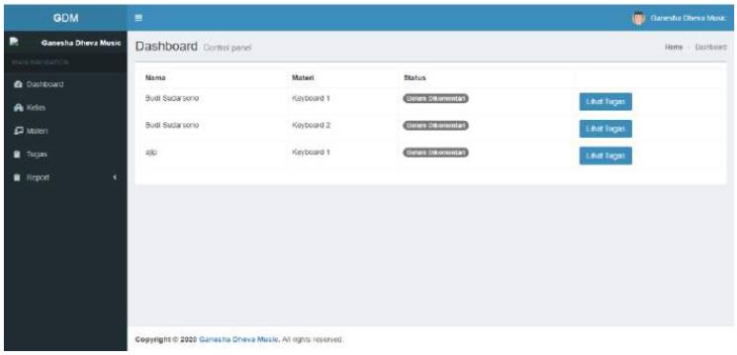

Figure 9 Assignments Page

After uploading the video / assignment, you will see who has done it. After finishing uploading the assignment, the teacher will provide criticism and suggestions for the uploaded video.

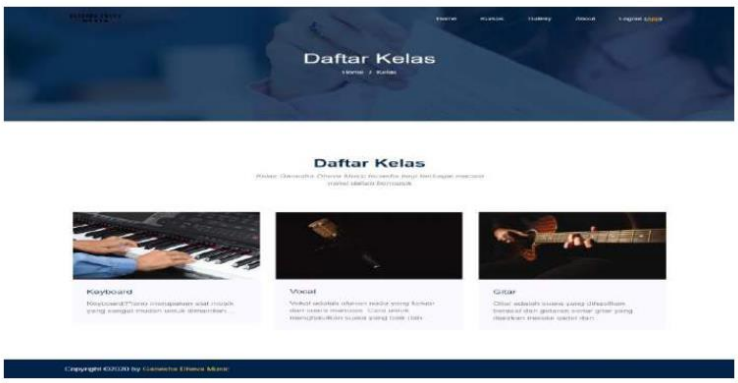

Figure 10 Material Page

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After logging in and you can access the website then choose the desired class, namely keyboard, vocals and guitar.

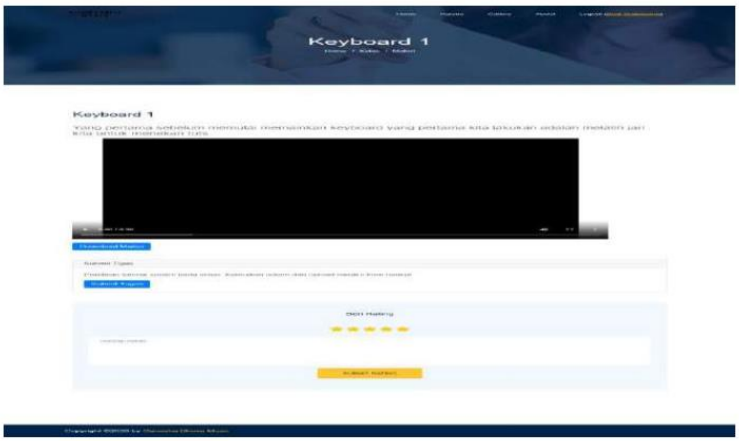

Figure 11 Class Page

After selecting the material, there is a brief explanation of the material in the material, there is a video, settings and downloads, after completing studying the students immediately practice and upload the video as an assignment to study the material.

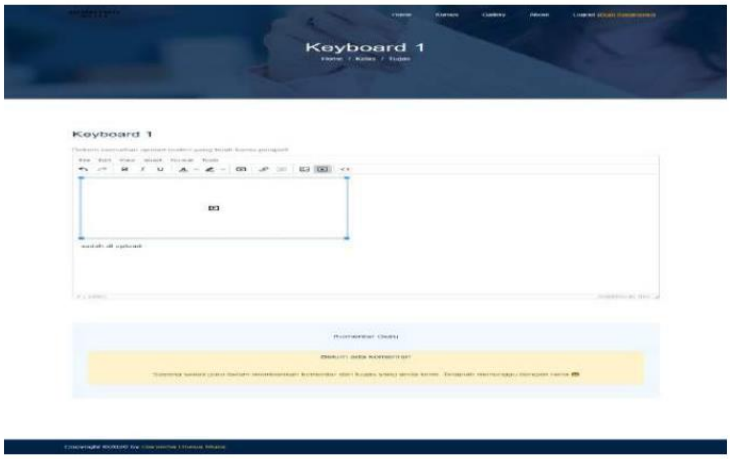

Figure 12 Submission Page

Display for uploading a video, after finishing studying and being documented as a video, then just uploading the video.

4.2. BETA TESTING

Testing aimed at admins and users aims to check whether the system is running as expected and the performance between the components that have been implemented by the system is running well.

The results of testing this system are explained. As follows:

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1. System Design

Table 1 Layout Design

No	Name	SS	S	KS	SKS
1	Noga Nur Fiani	200	90	0	0
2	Wahyu Yulis	120	150	0	0
3	Yuli Imam	160	120	0	0
4	Yenni Dwi	200	90	0	0
5	David Husein	240	60	0	0
	amount	**920**	**510**	0	0

2. System Suitability

Table 2 System Suitability

No	Name	SS	S	KS	SKS
1	Noga Nur Fiani	200	30	0	0
2	Wahyu Yulis	160	60	0	0
3	Yuli Imam	120	90	0	0
4	Yenni Dwi	200	30	0	0
5	David Husein	200	30	0	0
	amount	**880**	**240**	0	0

3. Ease of Operation

Table 3 Ease of Operation

No	Name	SS	S	KS	SKS
1	Noga Nur Fiani	240	0	0	0
2	Wahyu Yulis	200	30	0	0
3	Yuli Imam	120	90	0	0
4	Yenni Dwi	240	0	0	0
5	David Husein	120	90	0	0
	amount	**920**	**210**	0	0

Based on the results of the calculation of the 3 aspects above including aspects of system design, the highest score was obtained at 64.33% (Strongly Agree), the conformity aspect obtained the highest value of 78.57% (Strongly Agree) and the aspect of ease of system operation obtained the highest score of 81.41% (Strongly agree). It can be concluded that the

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respondents stated "Strongly Agree" on the usefulness of the course website on Ganesha Dheva Musik.

5. CONCLUSION

In accordance with the results of the discussion that has been done, it can be concluded that:

1. With the online music learning website, it is hoped that it can help students learn music from home.
2. From the test results to 5 respondents consisting of 3 aspects including system design aspects, the highest score was 64.33 (Strongly Agree), the suitability aspect of the elearning learning system obtained the highest score of 78.57% (Strongly Agree) and other aspects. Ease of operation of the system obtained the highest value of 81.41% (Strongly Agree)

6. SUGGESTION

The final project that the writer is doing is of course there are still many shortcomings in terms of writing, systems and the theory used. For readers, we hope that the results of this program are useful and it is possible to develop them, given the quite extensive problems.

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