Development of Outbound Activities to Embed The Values of Character Education Through Interactive Multimedia

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Abstract

The purpose of this research and development is to generate outbound activities to instill the values of character education through interactive multimedia for participants of nature lovers extracurricular. The design of this study uses a research and development model from Lee and Owens. The results of research and development of large group trials on 45 participants resulted in 86.18% percentage of product validation and 90% results from product effectiveness.The conclusion of this research and development is the product is valid with very good category and well used as training media.

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INTRODUCTION

Character education is a term used for any effort that can be done to influence a student's character. According Zubaedi, (2011) people who are character are those who have good morals, morals, good manners. At this time, Indonesia is experiencing a crisis of character values of the nation, which is marked by the increasingly widespread crime and other acts that do not reflect the values of national character, conducted by educated people in the work environment and society. Therefore, character education in Indonesia today is highly emphasized in both formal and non-formal education in the community. Character education is a very important thing to be instilled in every learner. Individuals with good character and superior will try to do the best thing to God Almighty, herself, environment, fellow and always have motivation to do goodness (Aqib, 2011) Permendikbud number 23 year 2015 states that character education should be able to be a joint movement involving government, local government, community and parents. Recognized or not recognized today there is a real crisis in the nation of Indonesia that involves the generation of the nation, especially teenagers where many crimes against friends, cheating, pornography, bullying in schools and brawl.

The purpose of character education is basically to encourage the birth of a good child by growing and having a good character that encourages learners to grow with the capacity and commitment to do the best things and do everything right and have a purpose in life. In the scope of school there are extracurricular activities that become a container for learners who have the talent of interest and ability.

According to Permendikbud no. 62 year 2014, extracurricular activities are activities undertaken by learners outside the hours of learning intrakurikuler activities, under the guidance and supervision of educational units. One of the most popular extracurricular activities today is nature lovers. Andri (2016) nature lovers is an organization or a forum for students who want to develop themselves in this regard. So this nature lovers means very wide, love forests, sea and so on. Nature lovers are related to the outdoors. Outbound activities can be enjoyed and studied, one of them as a medium.

According to Dwiyogo (2008) the word "media" comes from the "medius", which means "middle". Media selection aims to motivate and attract interest in message recipients and can take place optimally. One form of media that he con-

siders capable of attracting students' attention is interactive multimedia. Interactive multimedia is a multimedia that can be used Autoplay Media Studio which is a software that can be used to create a professional presentation is considered to attract and bring huge benefits to participants. Autoplay media studio allows users to be able to create interactive multimedia even though the user is not from a programmer. In reality practice at the time of training conducted in extracurricular nature lovers are still a lot of students who are not active and time is not effective and this incident is exacerbated by the absence of media that can attract the interest of participants such as interactive multimedia so that the material is running less than the maximum and boring.

Based on observations from 3 high schools of SMAN 1 Situbondo, SMAN 2 Situbondo, and SMAN 1 Panji, extracurricular nature coach lovers stated that rarely deliver material by using interactive multimedia. All coaches extracurricular nature lovers in the four schools agreed if developed interactive multimedia planting the values of character education through outbound. From result of requirement analysis for student obtained result among others 88,3% participant interested with development of interactive multimedia planting character value through outbound.

From the results of a study conducted by Indri (2011) on his thesis that the results of 95% effectiveness and 100% attractiveness in small group trial and 98% effectiveness and 100% appeal in large group trials after being given the product of intermediate multimedia development results, and the results of Wijanarko's (2010) research on his thesis that there is a significant influence on student leadership after being given treatment through outbound method. From the above description is expected through the development of interactive multimedia of the values of character education through outbound can attract students because this multimedia is a collection of various media such as text, images, sound, video and others where the material contains outbound activities can be a fun medium and designed with the themes of character education, extracurricular participants of high school nature lovers are expected to understand, emulate and apply nilia-value character education as a capital to become a good and dignified nation.

Character education is a system of inculcating character values to the citizens of the school which includes the components of knowledge, awareness or willingness, and actions to implement those virtues (aqib, 2011). The purpose of character education is basically to encourage the

birth of a good child by growing and having good character so as to encourage learners to grow with the capacity and commitment to do the best things and do everything right and have the purpose of life. Character education should begin with a process of cultivating knowledge and intelligence on the individual about good things worth doing and not and existing knowledge can be applied to the attitude form (Dianti, 2014). The values of the characters that are embedded and developed in schools in Indonesia and their descriptions (Kemendiknas, 2010: 9) are as follows: (a) religious,, (b) honest, (c) tolerance, (d) discipline, (e) hard work, (f) creative, (g) independent, (h) democratic, (i) curiosity, (j) (m) friendly / communicative, (n) peace loving, (o) reading, (p) caring about the environment, (q) social care, always sharing , (r) responsibility.

Understanding the media leads to something that delivers information between the giver and the recipient of the message. If the media carries instructional or instructional information then it is called learning media (arsyad, 2014). Daryanto (2011) stated that instructional media is a means of intermediary in the learning process. The use of media has the purpose of providing motivation to learners. Good media will also enable learners to respond, feedback and also encourage learners to practice properly.

Multimedia that is a technology to optimize the role of computers as a means of displaying and manipulating text, graphics, and sound in an integrated view (Rusman, 2013). While interactive multimedia is a multimedia equipped with a controller that can be operated by the user (Wijaya, 2010). When users get the flexibility in controlling the multimedia, then it is interactive multimedia. As information technology grows rapidly, interactive multimedia enables users to get richer output from conventional media. Users can view three-dimensional images, photos, moving videos, or animations, and hear sound, or music (Dwiyogo, 2008).

Interactive multimedia always use supporting software for display media software, supporting software that is Autoplay Media studio. Autoplay Media studio is a vector-based two-dimensional animation software with professional capabilities. The software is to create a multimedia device by integrating various types of media such as pictures, text, sound, and vidio into presentations made (Hernawati, 2010).

Outbound is the delivery of material to students through outdoor activities to stimulate self-development and character. Activities provided will be able to stimulate the ability to berogani-

sasi, physical challenges and adventure. Susanta (2010) states Outbound is a method of development through a combination of sequences of psychomotor, cognitive, and affective activities in the learning approach through experience. In outbound there are games that involve motion, thinking, emotional, and social activities as part of the formation of character and character for a person (Jatmiko, 2015).

Skills gained through outbound is more daring to take risks. An open-ended experience enables one to be bolder and confident in facing obstacles. Characters are formed by repetitive behaviors that become habitual. In line with this, it needs to be embedded values from childhood so that human characters can be formed. According to Asti (in, Wijanarko, 2011) in many studies the outbound method was effective in building an understanding of a concept and building behavior.

Here are some games that will be given to extracurricular participants of nature lovers for high school: (1) chain messages, (2) spinning together, (3) throwing a ball, (4) guessing motions, (5) mystery hats, (6) rotating, (7) glass balls, (8) life obstacles, (9) magical ball bales, (10) pretty retreat.

Based on the above problems, then conducted a research entitled "Development of Outbound Activities To Embed the Values of Character Education through Interactive Multimedia For Esktrakulikuler Participants Lovers Nature High School".

METHODS

The design of this research using research and development of outbound activities through interactive multimedia using autoplay software which is packaged in CD form to instill the values of character education as a learning media which refers to multimedia research development model. This development model has a full flow from the analysis and assessment phase, the design phase, the development stage, the implementation stage, and the evaluation phase. Interactive multimedia development steps or procedures used by the developer in this study.

Here are the steps of this research and development: (1) analysis, this stage is the initial stage for the development which includes two steps of activity, the first step is the need assessment. Need Assessment is a systematic step to determine the gap between the actual state and the desired state. In this research, the initial needs analysis is done directly by the researcher by spreading the questionnaire to the extracurricular

coach of nature lovers of High School in Four schools, namely SMAN 1 Situbondo, SMAN 2 Situbondo, SMAN 1 Panji, and SMAN 1 Panarukan, (2) design at this stage the planning stage of the product to be developed. There are several activities that need to be done in this phase, that is activity schedule, media specification, (3) development, after design is made then the next step is development step. Basic principles of computer-based media development, (4) implementation, at this stage media products have been declared ready uutuk used and if at evaluation stage found deficiencies will be revised again with the aim of collecting data as the basis of establishing the feasibility of products produced from the media so support the achievement the. (5) evaluation, evaluation aims to determine whether the product developed has achieved the established goals.

The test subjects in this research and development are: (1) experts, using two experts outbound material experts and media experts who have characteristics and competent in the field. (2) field trials conducted on students extracurricular nature lovers from four high schools SMAN 1 Situbondo which has a population of 35 students, SMAN 2 Situbondo which has a population of 37 students, and SMAN 1 Panji with a population of 28 students, then used the technique Simple Random Sampling technique is stated simple because sampling of population members is done randomly without regard to strata

The instrument used in this study is a questionnaire.

Data analysis techniques used are qualitative and descriptive analysis techniques in the form of percentages.

RESULTS AND DISCUSSION

Outbound activity products that have been developed to instill the values of character education through interactive multimedia as a medium of learning or training extracurricular participants of nature lovers in high school. Developers of interactive multimedia products can be run or operated through computers and laptops. This interactive multimedia using autoplay media studio software that can integrate various media in it such as text, images, music, video and the exit button is very interactive so that it can connect as per the desire of the user. A good product is a product that meets the criteria of validity.

In this study, the researchers conducted a needs analysis that was done in the form of initial observation of extracurricular nature lovers in three high schools, namely SMAN 1 Situbondo,

SMAN 2 Situbondo, and SMAN 1 Panji by giving questionnaires or questionnaires to 15 participants in each school and at the same time coach or pembinaekstrakurikuler nature lovers. The next step to obtain expert evaluation data in the process of development of product in the form of outbound activities to instill the values of character education through interactive multimedia on the extracurricular nature lovers, researchers use the method of data collection of instruments presented in the form questionnaire and accompanied by suggestions or inputs. Expert evaluation consists of 2 experts namely Outbound experts and media experts. While for the test is presented in the form of a questionnaire (1) small group test of 9 extracurricular participants, (2) large group test of 45 participants of natural nature extracurricular in three high schools.

From the result of requirement analysis for trainer that 100% outbound can be used as methhod to inculcate character value, 100% trainer has never used interactive multimedia, 100% agree if developed interactive multimedia.

From the result of requirement analysis for student, the result is 98,47% of participants say the importance of character education, 82.9% of participants have never done outbound educational activities, 88.3% of participants are happy and interested in the development of interactive multimedia planting the character's value through outbound.

From the validation of 2 outbound experts after the average obtained the results of 83.33%, so the material outbound in interactive multimedia is very feasible. From this expert outbound obtained input that the game sorted from easy to difficult, the music is replaced with traditional music and added score on evaluation.

From media expert validation obtained 77% results, so the product from development feasible to use with a small revision.From the media expert obtained input that onfinishing needs to be optimized, the type of music needs to be replaced and added.

From the results of small group testing on the validity of the product obtained a score of 476 results, a maximum score of 540 and the percentage obtained 88.14%, so that interactive multimedia development products is very decent-digunakan.Dari small group test results on the effectiveness of the product obtained score of 42 results, a maximum score of 45 and a percentage of 93%, so that interactive multimedia development products is very feasible use.

From the results of large group trials of product validity obtained by 2327 result score,

maximal score 2700 and percentage obtained 86.18%, so that interactive multimedia development products is very feasible use. From the results of large group trials to the effectiveness obtained 203 results score, a maximum score of 203 and 90% percentage, so that interactive multimedia development products is very feasible use.

DISCUSSION

The product of the development of outbound activities inculcates the values of character education through interactive multimedia that has been produced is used for extracurricular participants of high school nature lovers as a medium of learning or media training.Suatu media that brings an information that aims instructional or contains the purpose of teaching then the media called learning media (arsyad, 2014).

At the time of implementation of learning or training must occur interaction between messenger to the recipient of the message, therefore it takes the media in the form of interactive multimedia. Interactive multimedia is a multimedia equipped with controller that can be operated directly by the user. According to Wijaya (2010) if users get the flexibility in controlling the multimedia, then it is interactive multimedia.

One form of interactive multimedia is autoplay media studio. It is software to create an interactive multimedia software by integrating various types of media such as pictures, text, sound, and vidio into presentations made (Hernawati, 2010).

The values of the characters contained in this medium (Kemendiknas, 2010) are as follows: (a) religious, (b) honest, (c) tolerance, (d) discipline, (e) hard work, (f) creative, (i) curiosity, (j) the spirit of nationalism, (k) love of the homeland, (l) respect for achievement, (m) friendly / communicative, (n) peace loving, o) reading, (p) care about the environment, (q) social care, and (r) responsibility. There are 10 kinds of outbound activities: (1) chain messages, (2) rotating together, (3) throwing balls, (4) guessing motions, (5) mystery hats, (6) bolabergergir, (7) glass balls, (8)) obstacles of life, (9) magical ball ball, (10) pretty retreat.

Products that will be produced through this research process in the form of development of outbound activities to instill the values pendididkan characters through interactive multimedia. Darmawan (2014) explains that multimedia learning is basically a learning that is expected to empower all learning activities.

A small revision was made after receiving input and suggestions from material experts and media experts. The following inputs and suggestions as a whole from the experts used as a benchmark by researchers to revise the product are as follows (1) The concept is good, (2) finishing media needs to be optimized, (3) selection of musical instruments more attention (4) for CD cover yet (8) the value of the character needs to be added to the explanation (9) the outbound activity is sorted by the difficulty level and given the number.

CONCLUSION

The results of research and development can be summarized as follows: (1) based on the results of the evaluation of the experts that the product development from the development of outbound activities inculcate the values of character education through interactive multimedia for extracurricular participants of nature lovers SMA valid otherwise used on students extracurricular activities lovers nature in high school. (2) based on the results of the evaluation of large-scale product test on the subject try as a candidate from product users that product development outbound activities inculcate the values of character education through interactive multimedia is declared valid and has the attractiveness, ease, clarity to be trained in the students extracurricular nature lovers in high school.

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