

The Application of Audio Scripts for Micro Learning Meaning and Purpose in Enhancing Students' Learning Creativity

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Abstract

The rapid development of technology has an impact on the rapid exchange of information, including in the world of education. Providing provisions for creativity is needed as an effort to prepare graduate students to face rapid changes. This study aims to examine the effectiveness of the application of audio script micro learning meaning and purpose to improve student creativity. This research is an experimental research with a quantitative approach. This study used a pre-experimental design with one class of research samples. Hypothesis testing in this study used a one sample t-test to test the effectiveness of the application of the audio script for micro-learning the meaning and purpose of effective in increasing student learning creativity. The application of audio scripts in micro-learning courses has a positive impact on student creativity as evidenced by an increase in student creativity by 11.2. The increase in student creativity is reinforced by the results of the one samples t test on student creativity data showing a significance value of 0.00, which means that audio script media can improve student creativity skills. Therefore, in this study it can be concluded that the application of audio scripts of micro learning meaning and purpose is effective in increasing student learning creativity.

Keywords: audio script, micro-learning, creativity.

1. Introduction

The rapid development of technology has an impact on the rapid exchange of information, including in the world of education. Information delivery is easy to access due to technological developments (Fuldiaratman et al., 2023). The world of education continues to adapt in line with technological developments (Sungkono & Ekaputra, 2023). The government's role in the impact of information technology development is needed to improve the quality of learning carried out (Huda & Ekaputra, 2023). The government made curriculum changes as an effort to improve the quality of learning carried out (Hendra et al., 2023). Opportunities to improve the quality of learning become greater due to the development of information and communication technology (Pujiyanti et al., 2021).

Learning activities can become more meaningful through technological developments, so lecturers and students are asked to continue to adapt to increasingly rapid technological developments (Haryanto et al., 2023). The ability of students to adapt is needed in achieving learning objectives (Falah et al., 2023). Improving the quality of learning can be done through improving the quality of lecturers and students (Ekaputra, 2023). Improving the ability of students must be done in line with the development of the times (Harizon & Ekaputra, 2023). Students' ability to adapt needs to be done through skill-building activities (Ekaputra & Widarwati, 2023).

Observation in the field shows that audio media is still rarely used in micro lectures. The ability to develop audio media is still low. This is because students have difficulty finding an overview of the application of effective audio media. Therefore, in this study, the application of audio scripts for micro learning will be carried out. The meaning and objectives in lecture activities can be used as guidelines in carrying out two-way learning through interaction in the media and increasing the concentration of students.

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The use of media can help learning run more effectively and efficiently. Learning media is a tool to convey teaching material, increase teacher creativity, and increase students' attention, so that they are more motivated to participate in learning (Telaumbanua et al., 2021). Audio media is media that conveys messages through the sense of hearing such as records and radios, so audio media can be used as an alternative media that can be used in learning (Candra et al., 2021). The use of audio media can stimulate thoughts, attention, and help in acquiring knowledge, skills, and attitudes (Praptaningrum, 2020). Audio media is more efficient and easy to absorb (Faujiah et al., 2022).

The ability of students as agents of change to be able to identify problems and creatively find solutions is needed (Ekaputra & Hendra, 2023). The ability of student creativity in finding solutions to any existing problems is needed to face competition in the global era. Therefore, this study aims to examine the effectiveness of the application of audio scripts for micro learning of meaning and purpose to improve student creativity.

2. Literature Review

2.1. Audio Script

Knowledge information can be conveyed effectively through learning media (Asmara, 2015). Audio media is a learning media that conveys messages through hearing (Karlina, 2017). Audio media can be used as a learning medium, especially in listening learning, so that it can attract the attention of students (Hakim et al., 2023). Through audio media can make people who listen to be in the real situation (Al-Asmahi et al., 2022). The use of audio media can sharpen hearing and stimulate the imagination of listeners of the material presented (Suparti & Susanti, 2017).

2.2. Creativity

Creativity is the ability to produce a new idea or product, creativity can also reflect differences in thinking patterns such as the ability to provide answers to questions (Saputra, 2020). Creativity can be an action to find solutions to problems found (Astuti & Aziz, 2019). Creativity can be interpreted as a step to combine existing ideas into something new (Zakiah et al., 2020). The level of creativity can be influenced by the surrounding environment (Amrullah et al., 2018). An environment that strongly supports a person to improve their creativity in learning has a positive impact on the learning achievement obtained. Creativity can affect the success in the learning process that is followed (Nurhayati et al., 2021). The ability of creativity that is owned can help understand the material presented and solve problems (Dakhi, 2022).

3. Research Method

This research is an experimental research with a quantitative approach. This study used a pre-experimental design with one class of research samples. This research was conducted at the Educational Technology Study Program of Yogyakarta State University. This research was conducted to find out the creativity of students after the application of the audio script of micro learning meaning and purpose in lecture activities. The samples used in this study were students of the Educational Technology Study Program of Yogyakarta State University who took micro-learning courses with 20 students. The technique used for data collection in this study was a questionnaire to obtain data on student creativity. Data on learning creativity was obtained by pretest and posttest schemes. The difference in creativity data on the pretest and posttest was then tested for normality. If the normality test results are greater than 0.05, then the research test can be carried out through parametric statistical tests. Hypothesis testing in this study uses one sample t-test. If the significance value of the hypothesis test results is less than 0.05, then the application of micro-learning audio scripts of meaning and purpose is effective in increasing student learning creativity.

4. Results and Discussion

The initial step in micro-learning is to fill out a student creativity questionnaire as an initial description of the level of student creativity before attending lectures with the application of audio scripts for micro-learning of meaning and purpose. Based on the results of filling out the questionnaire, students' initial creativity showed an average of 75.8. These results are classified as low, so an effort is needed to increase student creativity in micro-learning lectures. Student creativity in microlearning is very important to complete the given project and the problems found in the learning simulation class in microlearning lectures.

The application of the audio script of micro learning meaning and purpose is carried out to increase student learning creativity. The applied learning audio script can provide an overview of the application of effective audio media. The application of the audio script for micro-learning the meaning and purpose in lecture activities can be used as a guide in carrying out two-way learning through interaction in the media and increasing the concentration of students. Students can improve their abilities according to their imagination in developing audio media.

At the end of the meeting, students again filled out a creativity questionnaire. Based on the results of the final creativity questionnaire, it shows that the average value of students' final creativity is 87. These results indicate that the application of micro-learning audio scripts of meaning and purpose can increase student learning creativity by 11.2.

Rapidly developing technology is used as an opportunity to increase student creativity (Hasanah et al., 2022). Student creativity can increase due to the application of audio media that can stimulate students' minds. This is in accordance with the opinion of Harisa et al. (2022) which states that attention, thoughts, feelings, and willingness to learn can be stimulated through audio media because it has messages in audible form. The development of the times makes being innovative and creative a demand that every learner must have (Elliza & Watini, 2022).

The results of the difference between initial and final creativity are then tested for normality. Normality test is an initial test before hypothesis testing. Based on the results of the normality test, a significance value of 1.88 was obtained. The normality test results are greater than 0.05, so the hypothesis test uses a parametric test which in this study uses a one sample t-test.

Hypothesis testing was conducted to determine the effectiveness of using meaning and purpose audio scripts in increasing student creativity. The results of one samples t test on student creativity data showed a significance value of 0.00. The significance value obtained is smaller than 0.05, so that in this study the application of meaning and purpose audio scripts is effective in increasing student creativity. This is in accordance with research conducted by (Sabillah, 2020) which states that learning using audio media can increase enthusiasm and learning activities. Audio media affects the success of learning objectives and the use of audio media in learning can increase curiosity and learning motivation (Mufarikha & Darihastining, 2022).

5. Conclusion

The application of audio scripts in micro learning courses has a positive impact on student creativity. This is evidenced by an increase in student creativity by 11.2. The use of audio scripts of meaning and purpose can provide an overview of the lectures to be conducted and the completion of projects given in micro-learning lectures. The results of the one samples t test on student creativity data show a significance value of 0.00, which means that audio script media can improve student creativity skills. Therefore, in this study it can be concluded that the application of audio scripts for micro-learning of meaning and purpose is effective in increasing student learning creativity.

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