



KONTEN DIGITAL

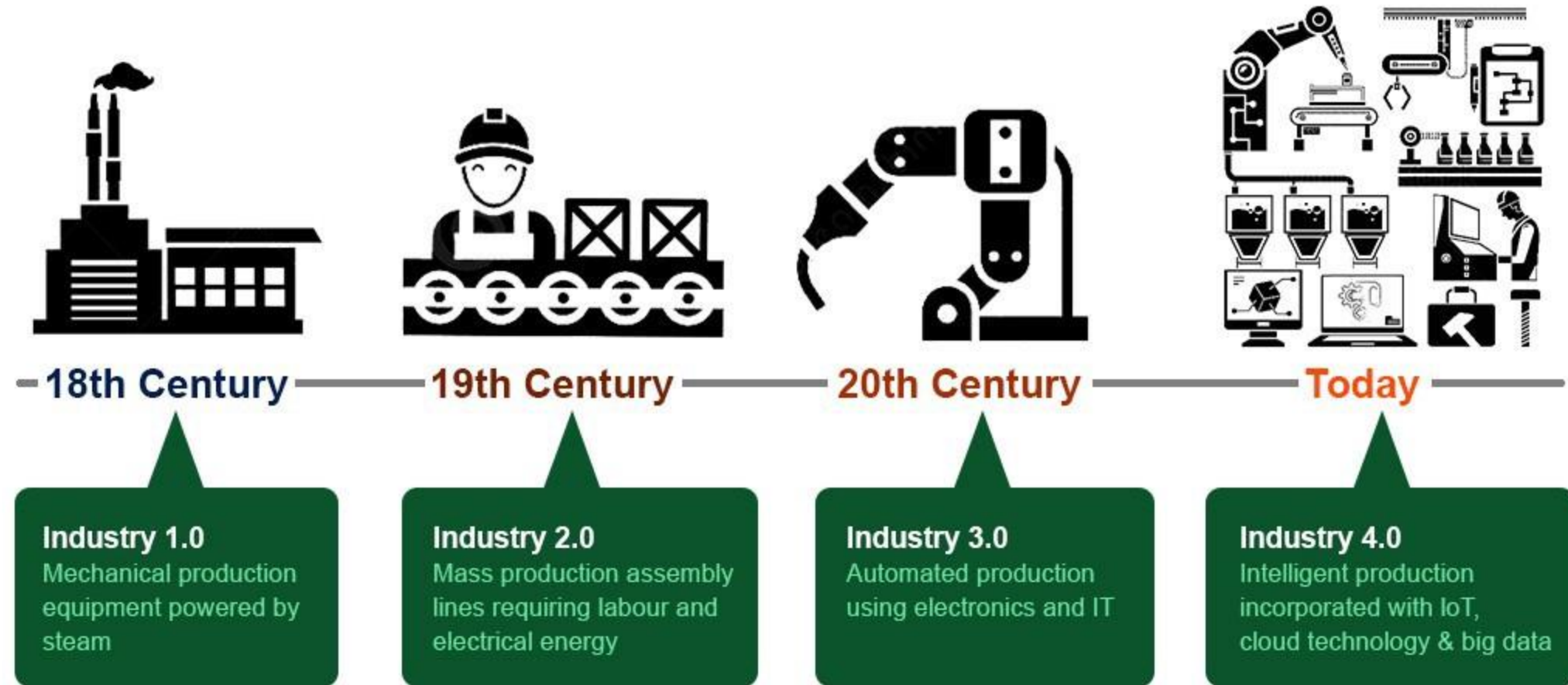
PENGEMBANGAN MEDIA PEMBELAJARAN SEJARAH BERBASIS ANIMASI



Oleh: Puryanto, S.S.T, M.Ds



Revolusi Industri 4.0



Era Digital – Abad Informasi & Kreativitas



Agraria dan Pertanian



Industri



Teknologi & Informasi



Digital Kreatif

Cita Cita Generasi Digital

Youtuber

Barista / Chef

Fashion Stylist

Travel Blogger

Founder Startup

Social Media Expert

Digital Strategist

Instructional Designer



storyblocks.com/images/drip%20coffee

Data Digital di Indonesia

JAN
2018

DIGITAL IN INDONESIA

A SNAPSHOT OF THE COUNTRY'S KEY DIGITAL STATISTICAL INDICATORS



TOTAL
POPULATION



265.4
MILLION

URBANISATION:
56%

INTERNET
USERS



132.7
MILLION

PENETRATION:
50%

ACTIVE SOCIAL
MEDIA USERS



130.0
MILLION

PENETRATION:
49%

UNIQUE
MOBILE USERS



177.9
MILLION

PENETRATION:
67%

ACTIVE MOBILE
SOCIAL USERS



120.0
MILLION

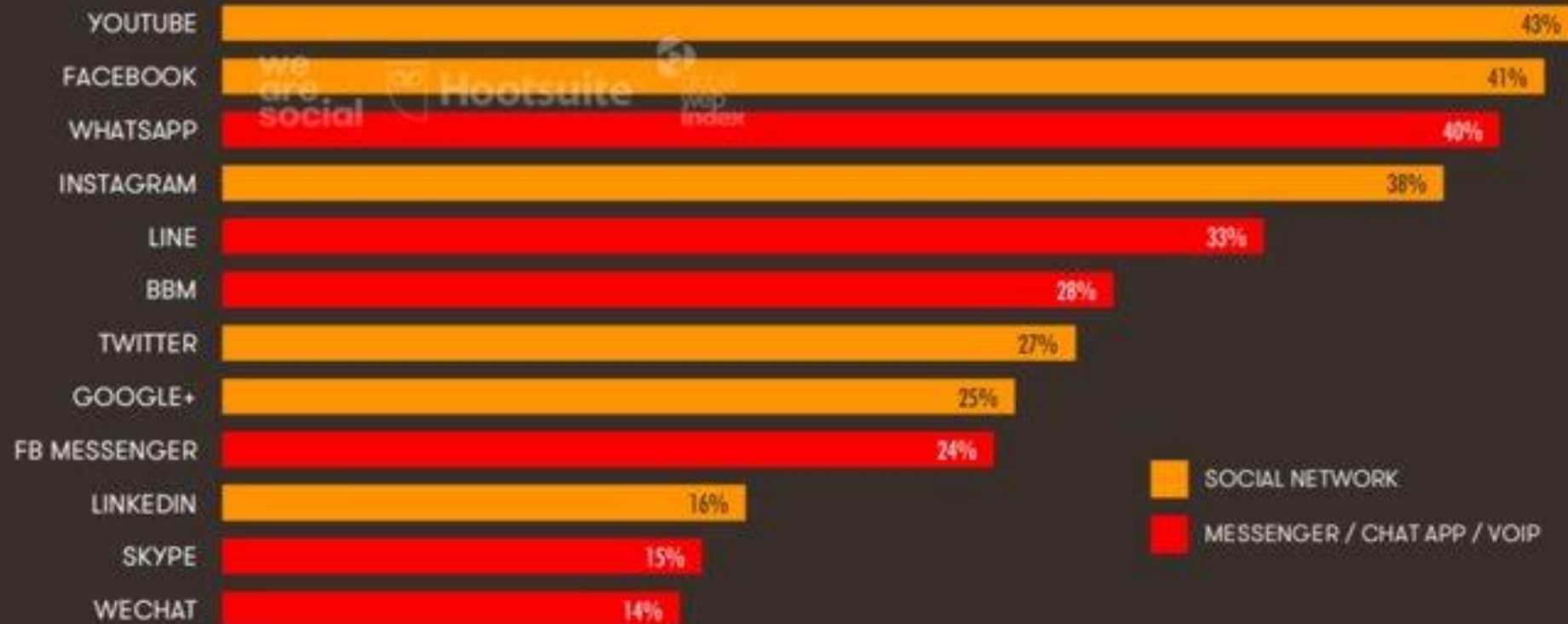
PENETRATION:
45%

Data Digital di Indonesia

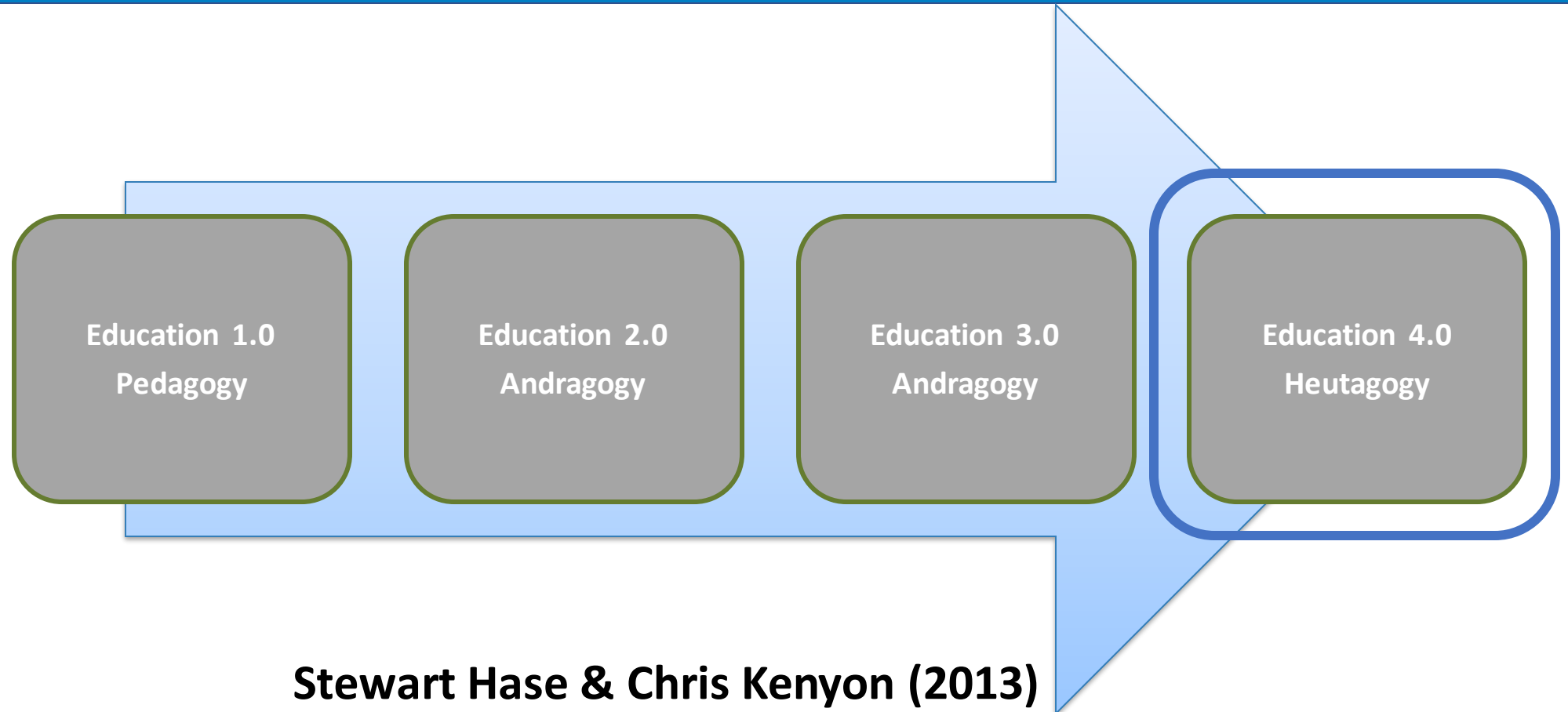
JAN
2018

MOST ACTIVE SOCIAL MEDIA PLATFORMS

SURVEY-BASED DATA: FIGURES REPRESENT USERS' OWN CLAIMED / REPORTED ACTIVITY

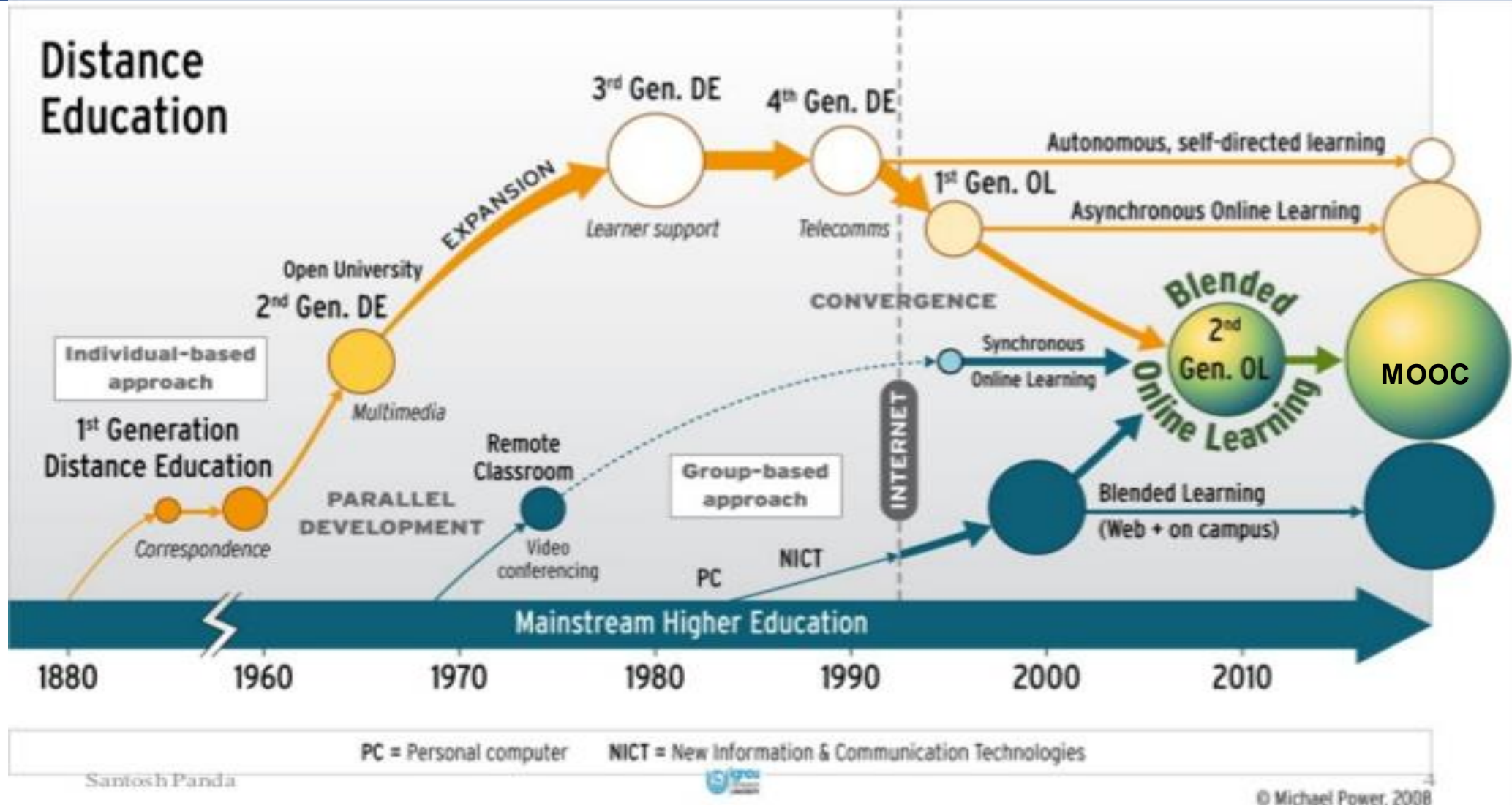


Arah Pendidikan 4.0

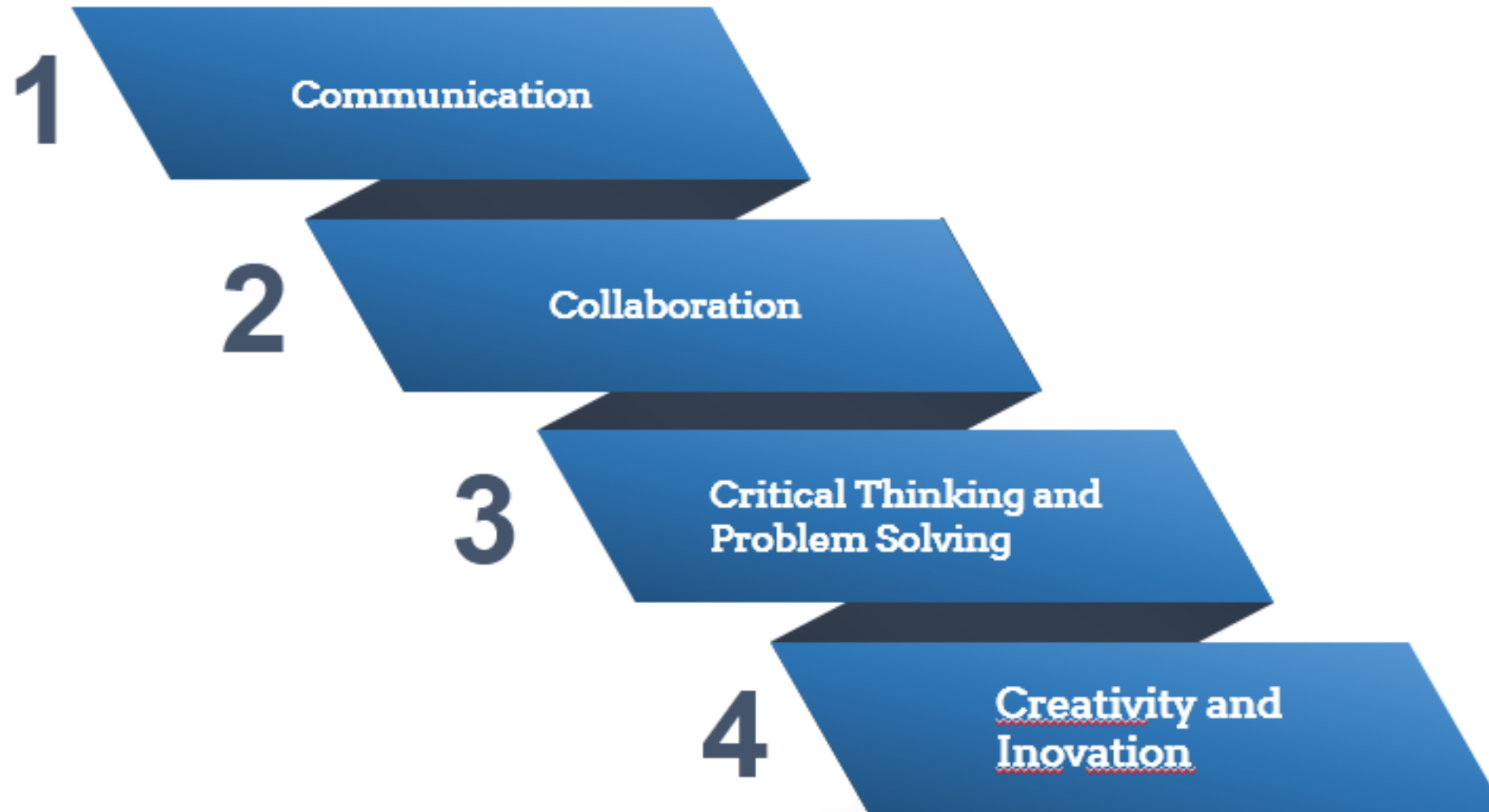


"heutagogi memberikan kesempatan kepada pembelajar untuk menentukan pilihan secara bebas tentang apa yang akan dipelajari dan bagaimana mempelajarinya"

Evolusi Pembelajaran Jarak Jauh



Pendidikan Abad 21



Urgensi Mendidik Generasi Digital



© Cas Oorthuys / rfa, coll. Nederlands fotomuseum



Foto : harapanibu.com

Perlu Strategi dan Media, Dalam Menyampaikan Materi Pembelajaran.

Bagaimana Mendidik Generasi Digital?



PEMBAGIAN GENERASI DAN CARA BELAJAR

Baby Boomers = Ceramah,

Gen X = Eksperimental, Berkelompok, Visual

Gen Y, Milenial = Praktek, Gadget, Sosmed, Mandiri

Gen Z, Kids Zaman Now = Discover, Gadget, Mandiri

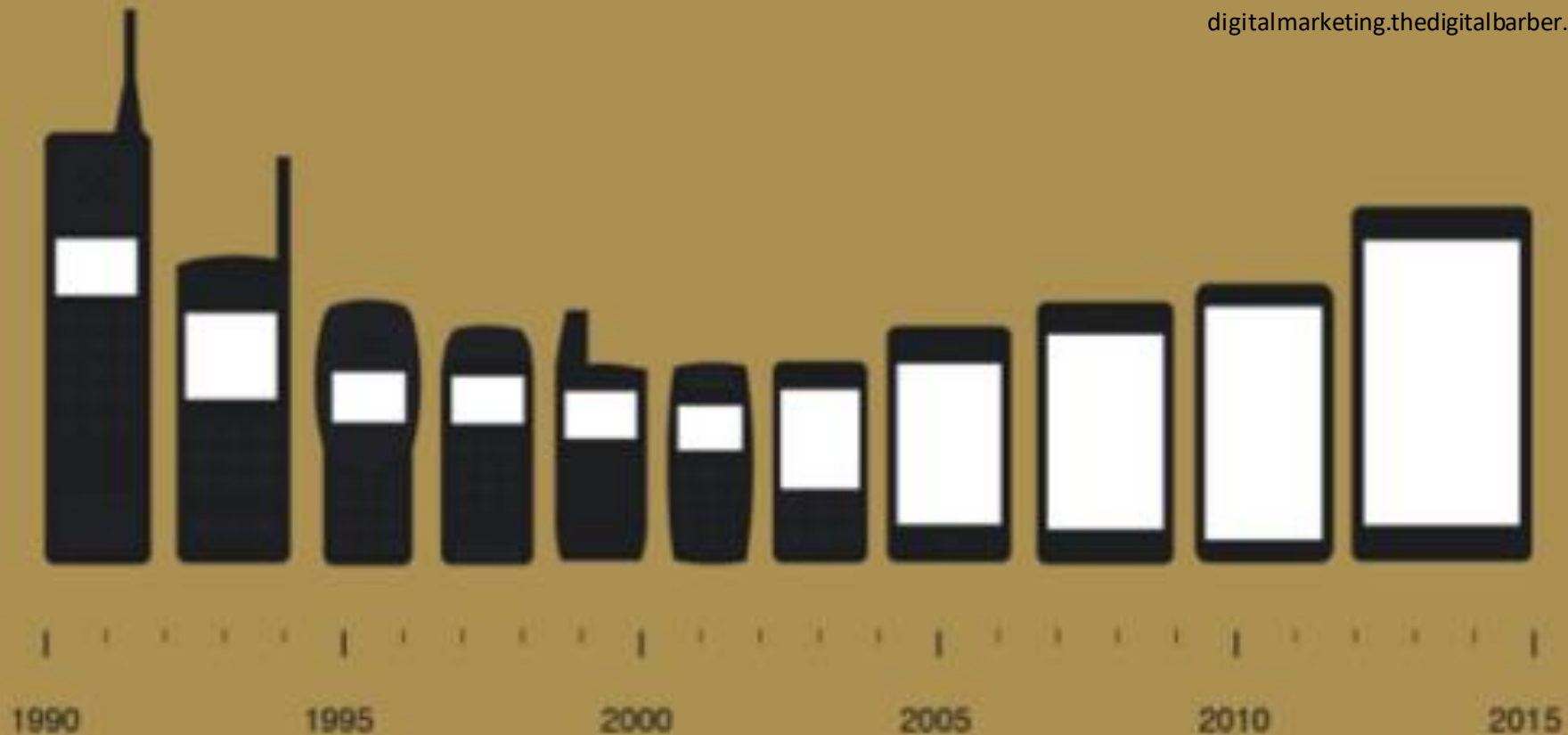
KELAS DIGITAL =

BELAJAR KAPANPUN, DIMANAPUN

BAHAN AJAR = MULTIMEDIA (Teks, Video, Audio)

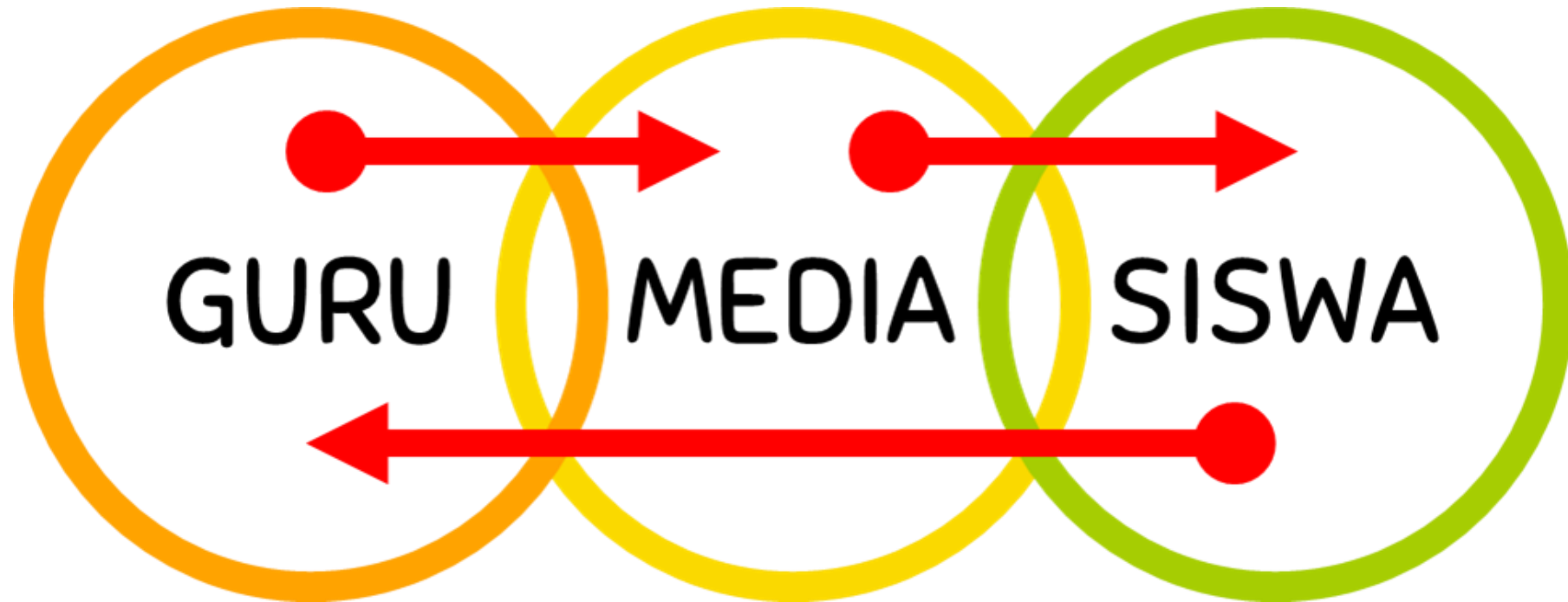
Evolusi Media Digital

digitalmarketing.thedigitalbarber.com/2016/12/01/smartphone/



Media Pembelajaran: Sarana alat dan metode penyampai pesan yang bertujuan meningkatkan hasil belajar dan membuat proses belajar menjadi menarik dan menyenangkan, dapat mengurangi kesalahpahaman dan ketidakjelasan.

Pembelajaran Melalui Media



Kelas Digital (*Online Learning*)



PERANTI



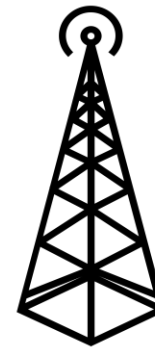
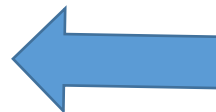
KONTEN



LMS/SLN



STRATEGI BELAJAR



JARINGAN NET



Digital Learning SEAMOLEC



SEAMOLEC

SEAMOLEC sebagai Organisasi Pendidikan
yang berperan dalam pelayanan pengembangan
pendidikan terbuka jarak jauh dengan pemanfaatan ICT
ICT (*Digital Learning*)

Digital Media SEAMOLEC



SEAMOLEC secara *massive* menyelenggarakan pelatihan pengembangan kelas digital dan bahan ajar digital untuk para pendidik secara daring.

KONTEN DIGITAL

Suplemen Belajar Sejarah

Berbasis Animasi

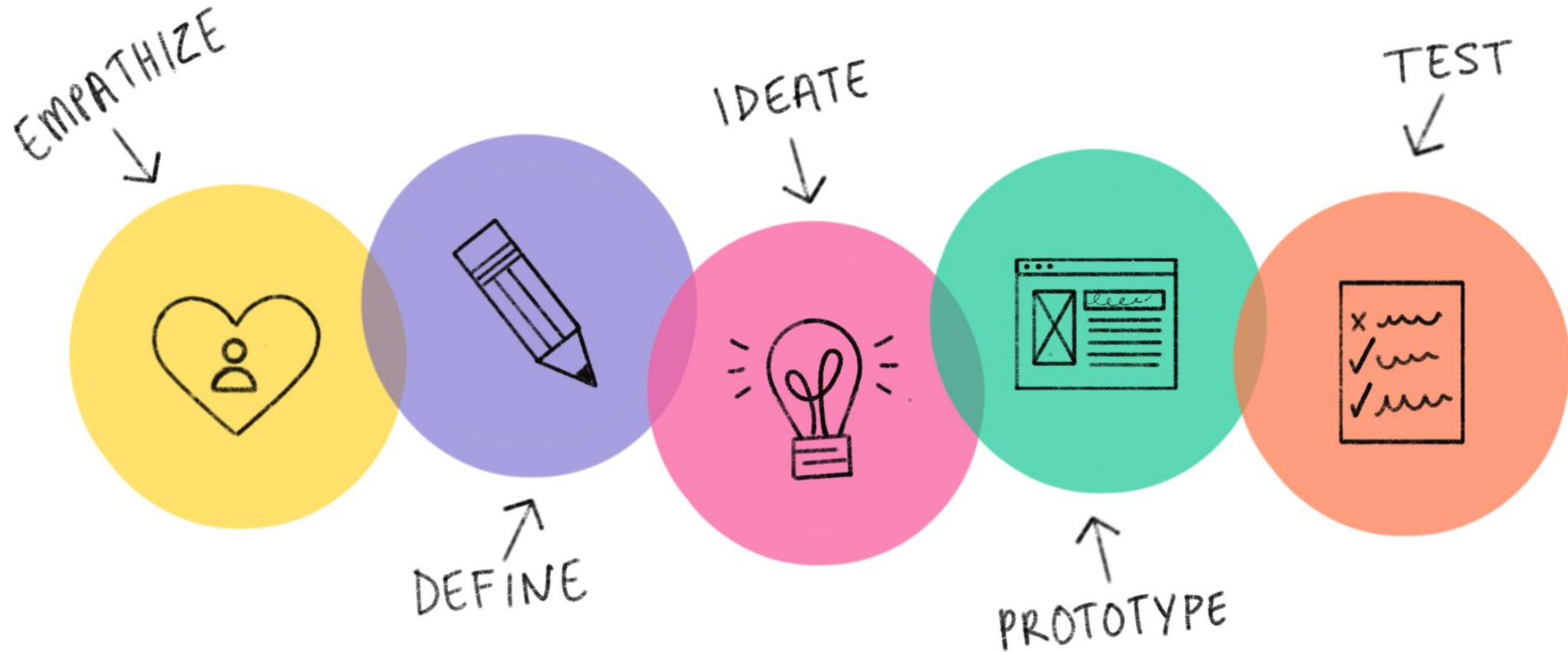
Jenis Media Animasi

- Film Animasi 2D/3D
- Explainer Animation
- Whiteboard Animation
- Augmented Reality
- Virtual Reality (Virtual Tour)
- Game/Multimedia Interaktif
- 3D Holobox/Holographic
- Video Mapping

Jenis Media: Narasi Visual dan Permainan

- Komik
- Infografis
- Board Game

Model *Design Thinking* Perancangan Media



Film Animasi



Film Layar Lebar Animasi 2D.
Mengangkat cerita yang bertemakan **sejarah** Indonesia, khususnya peristiwa perang Surabaya 10 November 1945

Explainer Animation

The image shows the YouTube channel page for 'Kok Bisa?'. The channel banner features a colorful illustration of various scientific and historical topics, including a sphinx, an astronaut, a rocket, a globe, a DNA helix, a lightbulb, a bar chart, a pi symbol, a classical building, a person with a lightbulb, a person with a gear, and a person with a magnifying glass. The text on the banner reads 'kok-bisa?' and 'Siapa belajar hal baru setiap hari? Tungguin video baru setiap minggunya!'. Below the banner is the channel profile with a red circular logo containing 'kok-bisa?' and the name 'Kok Bisa?' with a verified checkmark and '1,75 jt subscriber'. A red 'SUBSCRIBE' button is visible. Below the profile are navigation tabs: BERANDA, VIDEO, **PLAYLIST**, KOMUNITAS, CHANNEL, and TENTANG. A search icon is also present. A row of six video thumbnails is displayed below the navigation tabs, each with a title, a small illustration, and a view count:

- Geografi**: NAMA NEGERI MIRIP (32 views). LIHAT PLAYLIST LENGKAP
- Sejarah**: ATLANTIS BENAR ADA? (37 views). LIHAT PLAYLIST LENGKAP
- Kok Bisa : Debunking Hoax the Series**: ES DI UJUNG DUNIA (4 views). LIHAT PLAYLIST LENGKAP
- Diskusi - Kenapa, Mengapa, Kok Bisa?**: HIDUP SELAMANYA? (6 views). LIHAT PLAYLIST LENGKAP
- Kimia**: PAWANG HUJAN (18 views). LIHAT PLAYLIST LENGKAP

Whiteboard Animation



ANIMASI Drawing -MATARAM KUNO

149x ditonton • Dipublikasikan tanggal 5 Feb 2017

1 0 BAGIKAN SIMPAN ...

Sumber: <https://www.youtube.com/watch?v=i5mAlwMEFc>



Augmented Reality



Museum Sejarah Jakarta AR

Rekaelka Studios Education

★★★★★ 5

3+

⚠ You don't have any devices.

🔖 Add to Wishlist

Install



Virtual Reality (Virtual Tour)

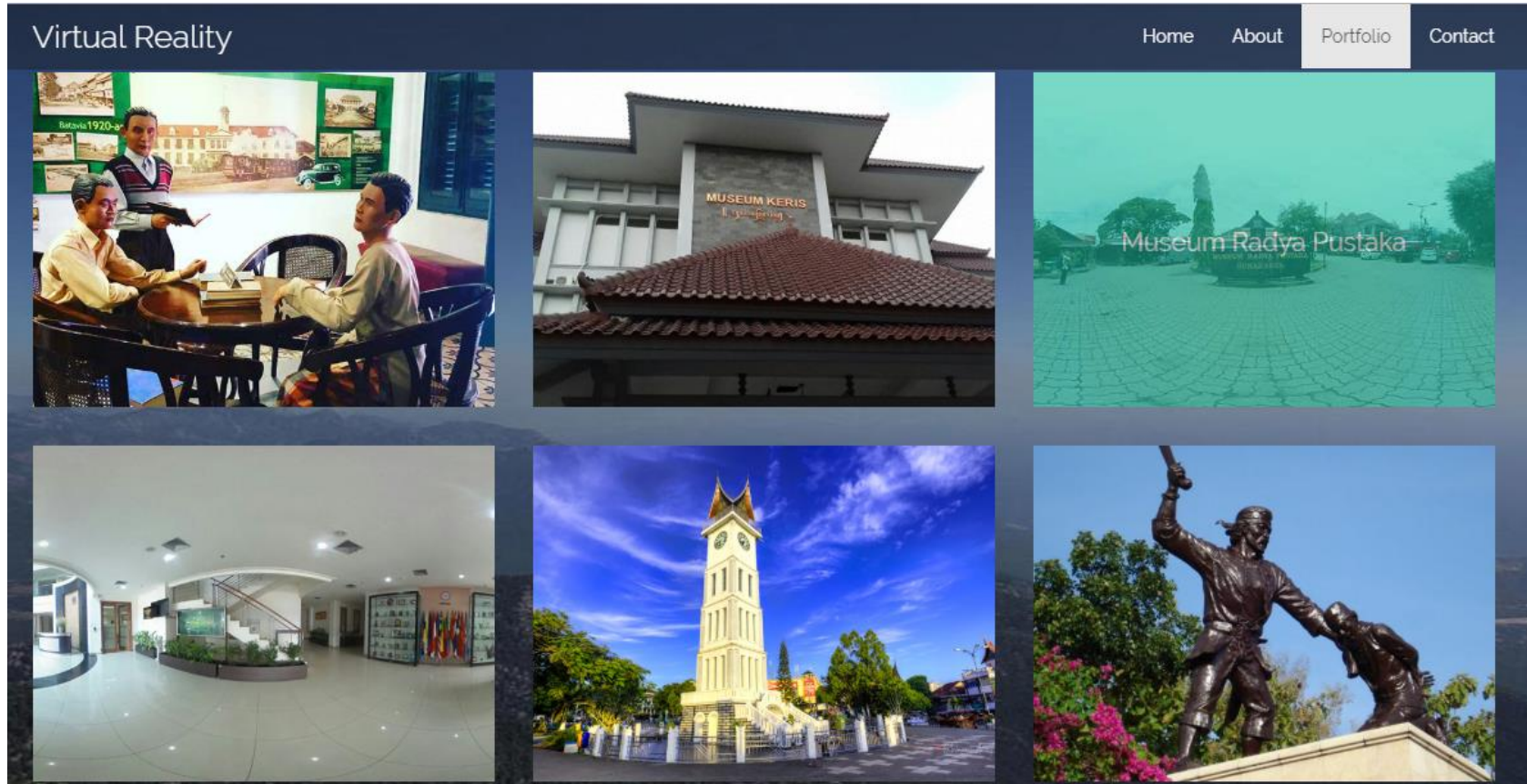


Google Expeditions



Sumber: flickr.com

Virtual Reality (Virtual Museum)



Camera 360



Panotour

akses: vr.seamolec.org

Game (Multimedia Interaktif)



Battle Of Nusantara

PLAYGROUND SMK TELKOM MALANG Arcade

★★★★★ 42

7+

⚠ You don't have any devices.

🔖 Add to Wishlist

Install



3D Holobox / Holographic



Sumber: holoboxexperience.com



Sumber: [Youtube.com/Saravanan Natarajan](https://www.youtube.com/SaravananNatarajan)

Video Mapping/Motion Graphic



Museum Fatahillah Jakarta



Adobe After Effects CC

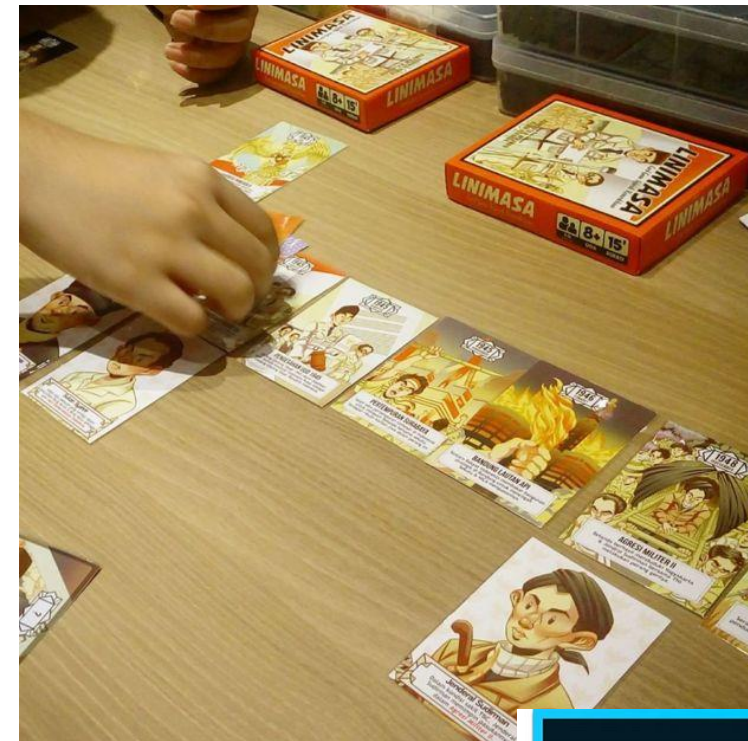
Narasi Visual dan Kartu Permainan



Komik



Infografis



Board Game



Adobe Photoshop CC

Informasi Pelatihan Pengembangan Media

  @seameoseamolec

Terima Kasih

Puryanto

puryanto@seamolec.org

WA: 085755084318