

# Multimedia Design Based on E-book Guitar Learning with Regional Song Aesthetics

ICADE 2024

Satria Manggala Kusumah

---

# Pendahuluan

Penggunaan teknologi dalam pembelajaran pendidikan abad ke-21

Sumber Belajar

Media Belajar

E-book



# Introduction

Curriculum of the Education Unit Level (Depdiknas) 2006. "Music arts education is multilingual, multidimensional, and multicultural".

The results of a study by Abi Karoma Batubara in 2020, interactive multimedia in music arts learning was designed so that students are more effective in integrating theory and practice (Karoma, 2020).

The guitar is a musical instrument that is difficult to learn because it is a complex musical instrument that studies elements of melody, harmony, and rhythm, making this musical instrument rarely used in learning (Noor, 2018).

Cultural diversity is often threatened by the current of homogenization and the dominance of global popular culture. Regional songs are currently less popular among students than pop, dangdut, and kpop music (Warnengsih, 2022).

# Research Purpose

**Based on this background, this study aims to design an interactive multimedia e-book that focuses on guitar learning. The researcher not only wants to teach guitar playing techniques, but also introduces the aesthetics of Indonesian regional songs, combining tradition with modern technology. The approach taken by the researcher is gradual, specifically designed to facilitate learning for beginners, ensuring that every step in the learning process can be followed properly.**

# METODOLOGI

## R&d, Fase-fase model Plomp

01

### Penelitian awal (preliminary research),

Interviews with guitar teachers at several music institutions and analyzing books from “Classical Guitar Method Vol.1” by Bradford Werner, “Fun With Fingers Book 1” by Clifford Cheam, and “Classical Guitar Elementer” by Wawan Suwarman.

02

### Fase pengembangan (prototyping phase)

Researchers design e-book products through three platform stages; (1) via Microsoft Word for word processing and embedding teaching materials; (2) via Canva to design books and create book covers; (3) via heyzine to embed videos and the finalization stage is to create e-book links so that they can be accessed.

03

### Fase penilaian (assessment phase).

-

01

# Preliminary research

---

The results of the initial research produced  
Core Competencies and Basic  
Competencies

# RESULTS AND DISCUSSION

No.	Core Competencies	Basic competencies
1.	Basic techniques such as tirando, apoyando, arpeggio and playing scales are essential for beginners.	Structured learning strategies, including introduction, core learning, and evaluation, are essential to maximizing student outcomes.
2.	Understanding basic note reading and chord structure is essential for effective performance and accompaniment.	Familiarity with the evolution and repertoire of the guitar supports a deeper appreciation and contextual understanding of the instrument.
3.	Early integration of various skills, including recognition of melodic and rhythmic patterns, increases learning efficiency.	Mastery of basic motor skills is the foundation for proficiency in classical guitar education.

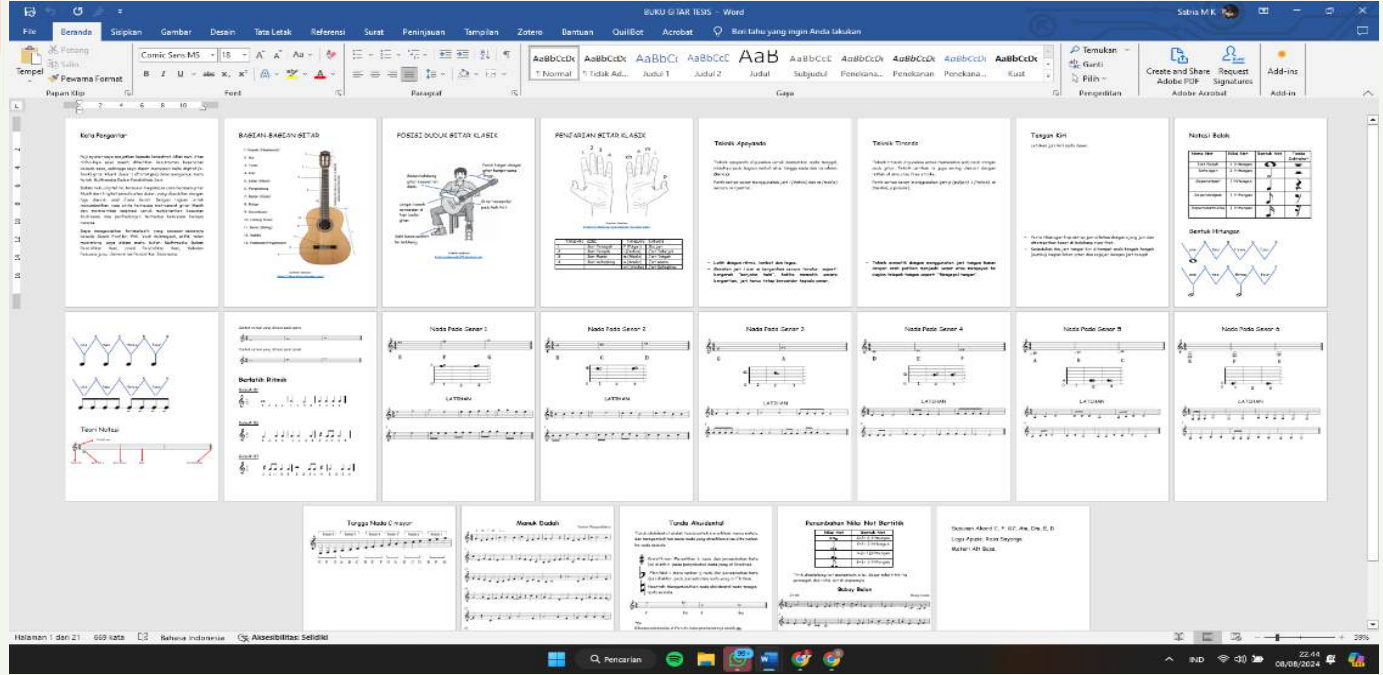
# 02

## Prototyping phase

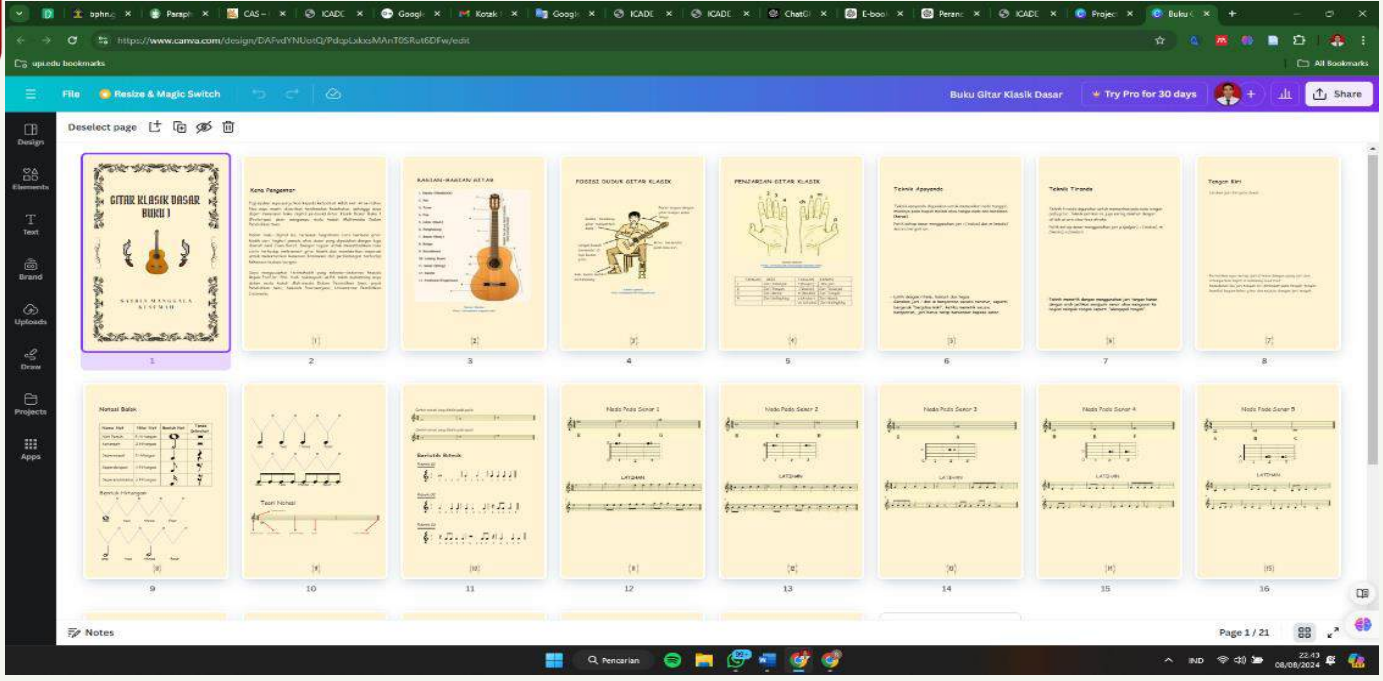
---

Design stages of several platforms that  
produce e-books

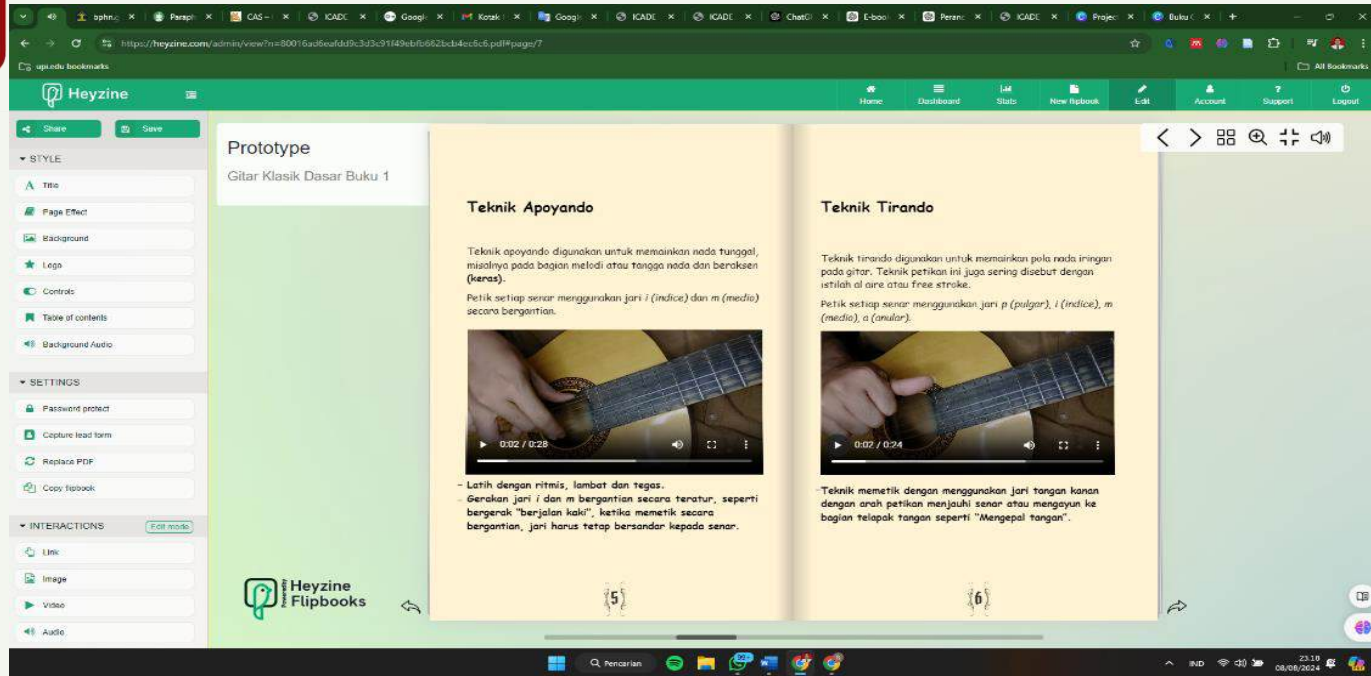




Ms. Word has a formatting feature that allows you to set fonts, headings, paragraphs, images, tables, and other visual elements to make your e-book look more professional. then it must be converted to pdf format. This is because the format required when uploading to Canva is pdf.



Designing through Canva, researchers design book covers and book backgrounds through Canva. Because Canva has very complex and integrated features to arrange designs according to the wishes made by researchers.



Designing an e-book on heyzine to make the e-book display into a flipbook can be done using the heyzine application. This application can make e-books more interesting and to insert videos, sounds and animations.

# 03

## Assessment phase

---

Limitations of research that has not been  
done.

The evaluation phase has not been fully implemented, meaning that the effectiveness of the product in real learning situations has not been comprehensively validated. The researchers plan to conduct this validation in the future, including trials on real users to obtain more accurate feedback.



Prototype  
Gitar Klasik Dasar Buku 1

**Tanda Aksidental**


Tanda aksidental adalah tanda yang menunjukkan, secara khusus, cara menggunakan nada-nada yang ditunjukkan oleh simbol-simbol lain untuk nada-nada.

1. **Sharps** Menunjukkan 1 nada atau penonjolan nada  
2. **Flats** Menunjukkan 1 nada atau penonjolan nada  
3. **Double Sharps** Menunjukkan 2 nada atau penonjolan nada  
4. **Double Flats** Menunjukkan 2 nada atau penonjolan nada

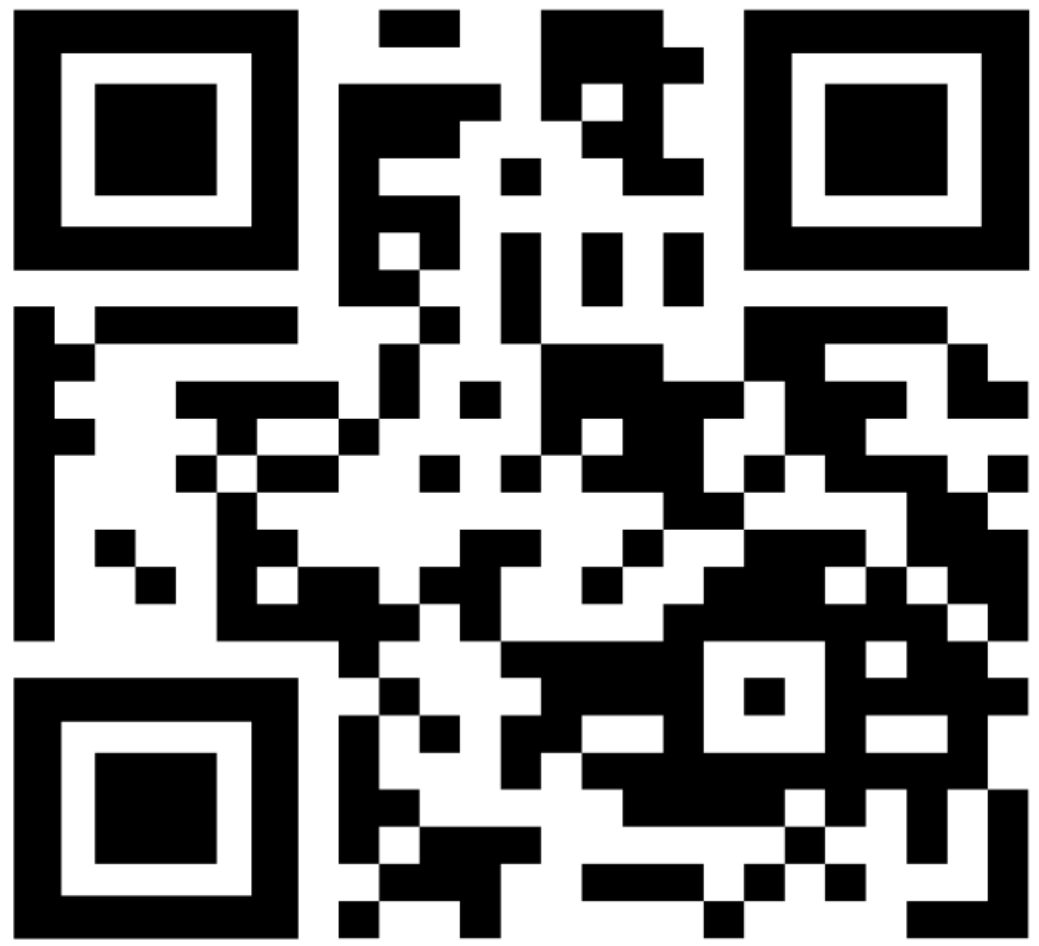


**Penambahan Nilai Not Bernilai**

Simbol	Nilai Not
♩	1/4 (Empat)
♪	1/2 (Delapan)
♫	3/4 (Empat)
♬	1 (Empat)

**Bubuy Bulan**



**Berasy Cerdas**



Prototype

Gitar Klasik Dasar Buku 1

## ADVANTAGES OF E-BOOKS

First, learning becomes more dynamic and structured, allowing users to learn at their own pace.

Second, the interactive format increases student engagement and motivation to learn.

Third, accessibility and flexibility of use allow learning to be done anytime and anywhere.



# Conclusion and Suggestions

## Conclusion

Researchers believe that integrating technology into music learning can open up new opportunities to preserve cultural heritage while introducing it to the digital generation.

## Suggestion

Further research focuses on the implementation and long-term evaluation of the use of these e-books in various learning contexts.



# 123,000

---

When discussing general history, remember to  
**emphasize the importance of specific dates**  
and their significance

# Contents of this template

You can delete this slide when you're done editing the presentation

<b><u>Fonts</u></b>	To view this template correctly in PowerPoint, download and install the fonts we used
<b><u>Used and alternative resources</u></b>	An assortment of graphic resources that are suitable for use in this presentation
<b><u>Thanks slide</u></b>	You must keep it so that proper credits for our design are given
<b><u>Colors</u></b>	All the colors used in this presentation
<b><u>Icons and infographic resources</u></b>	These can be used in the template, and their size and color can be edited
<b><u>Editable presentation theme</u></b>	You can edit the master slides easily. For more info, click <b><u>here</u></b>

For more info:  
**Slidesgo** | **Blog** | **FAQs**

You can visit our sister projects:  
**Freepik** | **Flaticon** | **Storyset** | **Wepik** | **Videovo**

# Social and economic landscape

## Cultural milieus

Examining societal norms, values, and cultural dynamics

## Economic forces

Analyzing economic structures and influences throughout history

## Social stratification

Understanding the evolution of social hierarchies

## Tech advances

Tracing the impact of technological progress on societies

## Global economics

Exploring historical patterns of global economic interconnectedness

## Urbanization

Investigating the evolution and consequences of urban development

# Geopolitical landscape

## Empires and borders

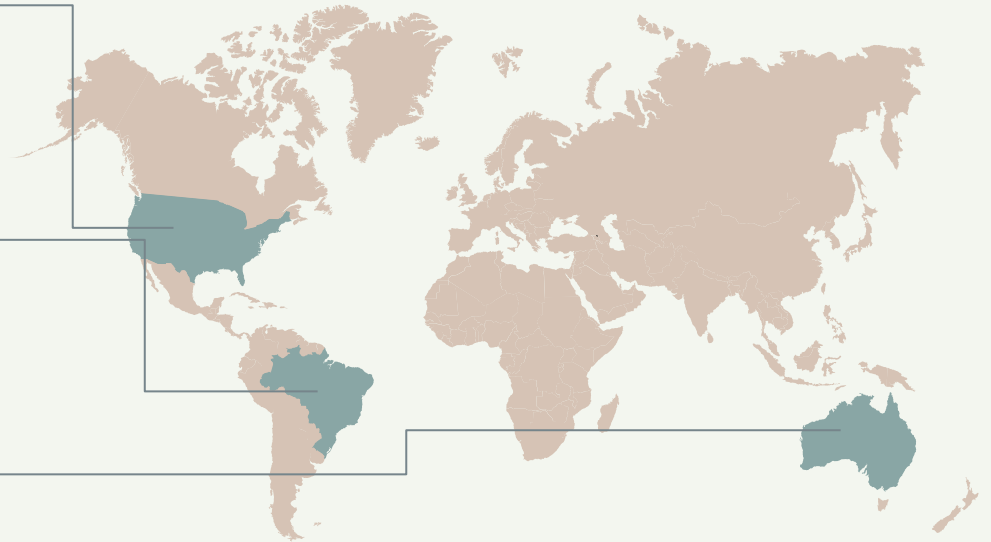
Mapping geopolitical changes  
and territorial expansions

## Political alliances

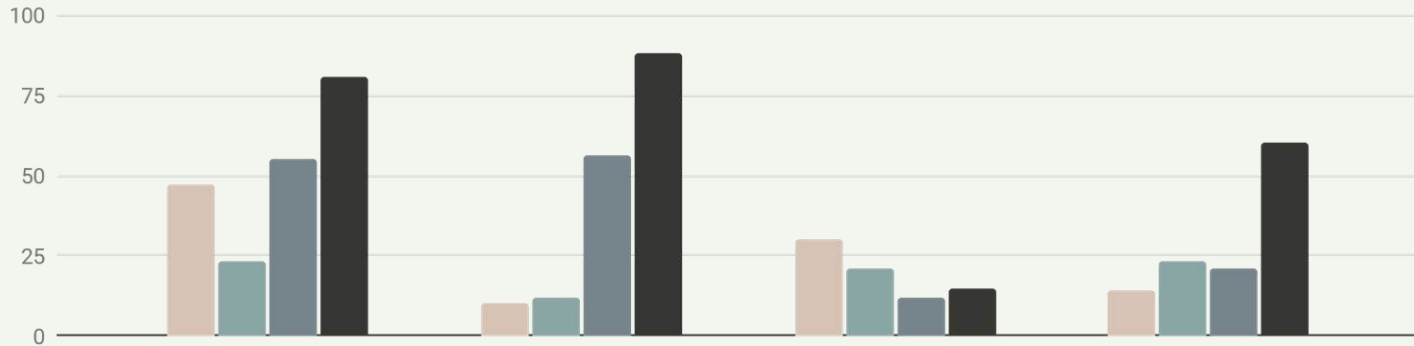
Illustrating the complex web of  
alliances and conflicts

## Colonial legacy

Examining historical colonization  
enduring influence



# Economic forces at play



Technology

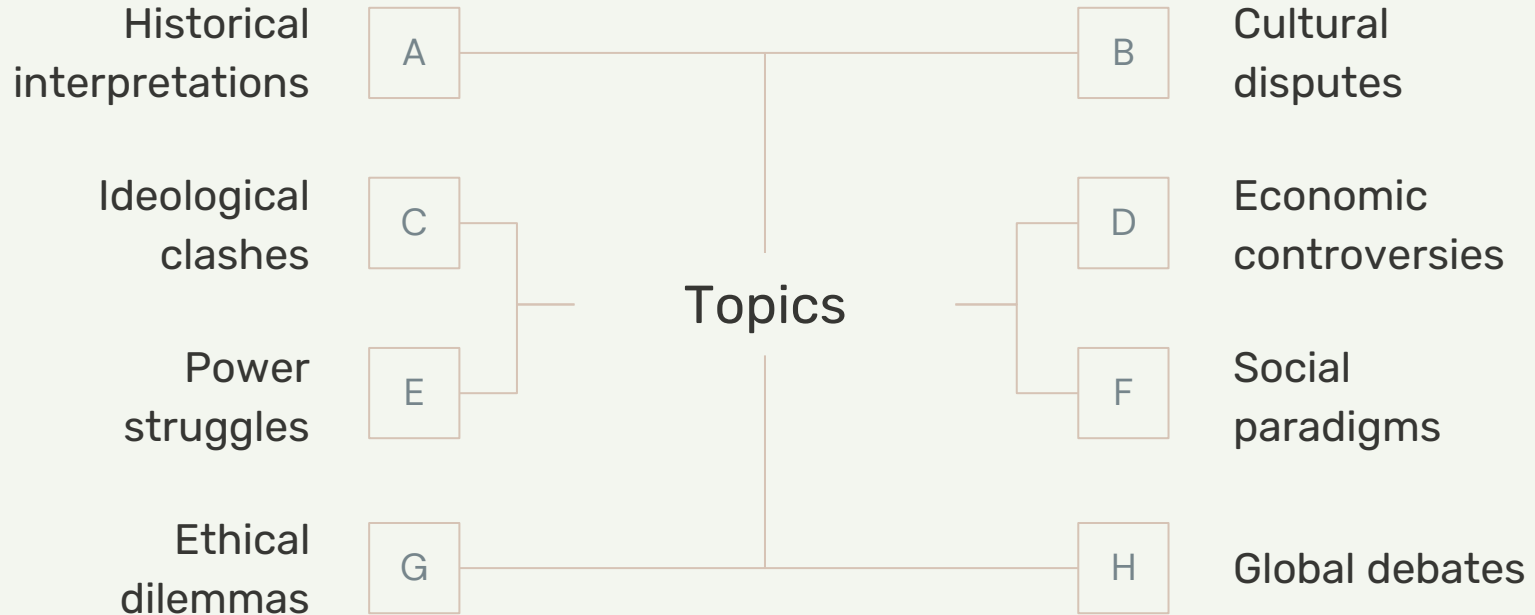
Economy

Agricultural revolution impact

Culture

Follow the link in the graph to modify its data and then paste the new one here. [For more info, click here](#)

# Controversies and debates



# Assignment brief

Course	History	<b>Abstract of the unit</b>  This unit examines <b>patterns shaping societies</b> through historical epochs, delving into cultural, economic, political, and social shifts to understand their interconnected weave in the fabric of human history
Unit	Patterns in history	
Project title	Unveiling the threads of history	
Tutor	Dr. Tutor	<b>Assignment brief</b>  This assignment aims to explore historical patterns, <b>analyze their impact on the contemporary world</b> , and develop students' skills in research and critical reflection on the significance of historical understanding
Start date	MM/DD/YYYY	
Deadline	MM/DD/YYYY	

# Case study

Apply historical analysis skills to investigate the intricate dynamics of cultural exchange between civilizations. This exercise challenges students to **explore the nuances of how cultural elements traversed borders and influenced societies**

## Instructions

- **Select civilizations and identify cultural elements:** Choose two civilizations from different eras. Investigate their art, literature, and religious practices
- **Examine historical interactions:** Analyze interactions, considering trade, diplomacy, or conquests
- **Visual representation:** Create an infographic or timeline highlighting key cultural exchange points
- **Critical reflection:** Write an 800-1000-word reflection on how cultural exchange influenced each civilization. Submit a visual representation and well-cited reflection



# Conclusions

## Historical synthesis

In weaving the intricate tapestry of history, our exploration has unveiled the **interconnected threads that bind civilizations** and epochs together

## Legacy and continuity

Examining the enduring legacies of the past, we find that history is not a static entity but a living force, **influencing contemporary societies** and institutions

## The ongoing conversation

History is a **continuous conversation, not a final conclusion**. Our findings initiate further exploration, enhancing our understanding of our collective past