THE IMPROVEMENT OF LEARNING QUALITY
BY MULTIMEDIA

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KATA PENGANTAR

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Karya tulis yang berjudul : THE IMPROVEMENT OF LEARNING QUALITY BY MULTIMEDIA.

Semoga karya tulis ini bermanfaat bagi semua pihak yang memerlukan. Kritik dan saran untuk penyempurnaan karya tulis ini sangat penulis harapkan.

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Penulis
DAFTAR ISI

Kata Pengantar ......................................................................................... i
Daftar Isi .................................................................................................... ii
Introduction .............................................................................................. 1
Formulation of Problems ....................................................................... 2
Integrated of Quality Management ......................................................... 2
Learning and Learning Process ............................................................... 3
Media of Learning .................................................................................. 5
Computer Based Media .......................................................................... 6
Conclusion ............................................................................................... 8
Bibliography
I. INTRODUCTION

Lecturers should constantly be challenged with asks that refer to skill and knowledge just beyond their current level of mastery. This will capture their motivation and build on previous successes in order to enhance the confidence of learner (Rogers, 2003). The instruction is good only when it proceeds ahead of development. Then it awakens and rouses to life an entire set of functions which are in the stage of maturing. It is in this way that instruction plays an extremely important role in development.

It is important to achieve the right balance between the degree of structur and flexibility that is built into the learning process. A lecturer should structure the learning experience just enough to make sure that the students get clear guidance and parameters within which to achieve the learning objectives. The learning experience should be open and free enough to allow for the learners to discover, enjoy, interact and arrive at their own, socially verified version truth.

The strategy and method learning of this subject is done at learning process that is each of meeting the lecturer give the topic material to students which is then continued by the discussion. Discussion can be in the form of question and brain-storming of student and lecturer assist the debate and try to identify his resolving alternative. If in lecturing of unclear, the student regarding the topic given and student can enquire and lecturer can explain again in regarding the topic. At meeting to 5\textsuperscript{th} and also meeting to 10\textsuperscript{th}, lecturer will perform the evaluation in the form of quiz.

Learning process in some cases not yet gratified. The problem that a lecturer is the participation of student to learning activity still lower although performed by the discussion. Strategy of is forwarding of items by using the conventional media, not yet improved the student participation in learning activity. Hereinafter, student still difficulty to comprehend in lecturing items and happened misunderstanding. This matter show the existence of difference between what is going on do and what did expected.
Media that is as a means of assist the teaching never miss to be discussed as the shares ought to use by teacher in learning process. In fact, it is frequently uncared in learning process by various reasons.

Benny A.P. and Dewi P.P. (2005) said that the technology rapidly grow these days, exploiting of computer in course of study don't can only be used stand alone but can is also exploited in network. Computer network have enabled the process learn to broader, more interactive and more flexible. Student can do the learning process without limited by the time and space factor, mean if available network facility, student can do learning process just where and any time.

Therefore researcher interest to improve and develop the quality of learning process by using multimedia, so that the students will be able to comprehend the lecturing items and forwarding of items expected can create the interesting learning process, please and motivate the student.

II. FORMULATION OF PROBLEM

This review of background by existence of some problems:

1. Materials and information of the subject content is limited
2. Student participation in activity of learning process still lower.
3. Strategy of forwarding of items by using the media in this time not yet drawn so that student participation is low
4. Student still difficult to comprehend better lecturing topic and misunderstanding.
5. The importance of efforts improve the topic and strategy of forwarding of lecturing so that activity of interesting study and gratify.

III. INTEGRATED OF QUALITY MANAGEMENT

Integrated of Quality Management is learning paradigm newly higher education management, consist of the accreditation, accountability, evaluation,
autonomous and quality. Quality is as one paradigm to be arranged continuously and have continuation (Pulungan, 2005).

Pulungan (2005) please express that service user of higher education (pursuant to importance and his participation) can be classified become service user of education of primary, secondary and tertier.

1. Service user of education of primary is direct consumer and receiver of higher education service, what consist of the student directly accept and use the higher education service.

2. Service user of education secondary is interested parties of service service user of education of primary be like old fellow, student, governmental, society, institute and others.

3. Service user of education tertier is the part accept and utilize the graduate (output) higher education.

One of the effort to get the certifiable study Pulungan (2005) is to through certifiable lecturing. certifiable lecturing is service curriculum higher education. Process lecturing directly entangle the student to participate actively. In certifiable lecturing, lecturer have to create the situation M-M (win), mean all in concerned in activity of study feel to like, treated fair, paid attention and served better.

IV. LEARNING AND LEARNING PROCESS

Wibowo (2005) express that in course of study, lecturer duty is as planner, executor and as assessor of efficacy learn the student. All the duties is executed in the effort to assist to learn the student to get the knowledge, deftness and skill and also value and selected attitude. So that student have the value and selected attitude.

The student have the attitude and value expected according to Wibowo (2005) is as according to the attitude expected in meaning as according to the standard applying the public in community, lecturer must also execute the duty pursuant to selected ethics and moral standard.
In this case, according to Irawan (2005) a lecturer require various information concerning something to be lecturing process to be done walk in an optimal fashion. For example a lecturer membuthkan enough information concerning student candidate to teach it, thereby can determine the knowledge early the owned by the student or miscellaneous precisely.

Wibowo (2005) please express that study which is is good to be needed to do by lecturers to improve the study quality in college. Because some cases met in course of study, for example:

1. Lecturer in learning the student less mastering taught science area and or teach inappropriate items to his membership area, so that his impact is lecturer less providing opportunity to students to give the inversion to study items which is is studied. Besides, if (there are) any the student raise the comment or question to sent to items content, answered to emotionally. Despitefully lecturer is also limit opportunity of student to the questioning with his time reason is limited, have [used up/finished] or assign to discuss the problem asked the with friend.

2. Lecturer in learning the student is in realized and is not realized peep out the utterances debase ability of student, student, allude to the and the like student causing in ill part feeling lecturer, what affect inharmonious of lecturer and student.

3. Lecturer can be assumed mortify the student, moment admonish the assumed student do the collision, with the language enough ossify. For example lecturer moment teach is the student talking with the friend side him aloud, so that lecturer admonish the the student hardly.

4. Lecturer can be assumed by the low value of other science discipline, if student fore part, he say that the insignificant other science.

Interest personal this include ability of respective person with understanding of theirself, acceptance of theirself, guidance of theirself and materialization of theirself. Interest professional is various the ability needed can
realize theirself as professional lecturer. Professional interest cover the expertise aspect or membership in the field of its (Wibowo, 2005).

Drost, Sj.J. (1999) telt that professional quality shown by five, that is: (1) desire to always to present the behavior come near the ideal standard, (2) improve and look after the profession image, (3) desire to always to pursue opportunity of development of professional able to improve and improve the knowledge quality and skill, (4) pursue the profession aspiration and quality, and (5) have pride to profession.

Attitude in general contain the elements kognitive, afective and treatment to stood by object (Prayitno and Erman Amti, 1999). Element kognitive relate to knowledge, confidence, understanding, consideration and idea of lecturer concerning student reality, environmental influence and study reality.

V. MEDIA OF LEARNING

Media as a means of assist the teaching have never missed to be discussed as the shares ought to be exploited by lecturer in course of learning, but practically this shares frequently uncared rill with various reason be like the limited time to make preparation teach, difficult look for the correct media, cost is not available and other reason. The mentioned be in fact not necessarily emerge, caused by many media types able to be used, adapted for the time condition, the items and finance submitted. Each media type have the characteristic and ability in displaying information and message (Kemp, 1985). In information era in this time, natural communications technology mushroom growth, specially communications media. Affect from this growth can be felt by education world that is more and more of medias pemebajaran the availableness and applicable to submit information of lecturer to student or on the contrary (Benny A.P. and Dewi P.P., 2005).

Benny A.P. and Dewi P.P. (2005) please express that accuracy choose the media in study very depend on knowledge and experience of lecturer concerning media manner, start from simple media shall sophisticated.
VI. COMPUTER BASED MEDIA

Computer is these days no longer represent their consumption are peripatetic in the field of activity world or business, but is also exploited widely by education world. Hannafin and Peck (1998) computer media potency able to be exploited to improve the effectiveness process the study for example: a. Enabling the happening of direct interaction among study items and students, b. Process learn can take place individually down alley learn the student, c. Can present the visual audio element to improve the enthusiasm learn, d. Can give the feedback to respond student immediately, and e. Can create the process learn chronically.

Heinrich et. al. (1996) telling six application interaction form able to in designing a the study media being based on the computer, in the form of: practice and practice (drill and practice), tutorial game (game), simulation (simulation), trouble-shooting and invention (discovery).

The program in form of drill and practice is generally used if student assumed have studied the concept, principal and procedure as study items. Intention of this program form is train efficiency and and skill. Hereinafter Benny A.P. and Dewi P.P. (2005) please express that form the differ from presentation of computer program is program tutorial. This program present the information and knowledge in selected topics followed with practice resolving of case and problem. Game is always draw and please to be followed, that way also the things of with the is computer program information gold in the form of game. Containing program game can give the motivation for student to study the information in it. As for simulation program is striving to entangle the student in the problem looking like with situation that be in fact but without real risk. In program in form of invention (discovery) computer program can display the problem to be broken by student by trial and error. Form the differ from displaying computer interaktif is problem solving or trouble-shooting (Benny A.P. and Dewi P.P., 2005).
Growth of remarkable technology have been able to realize named media form multi media. Multi media is the media that the hardware and the software being based on to use computer technology. Computer multi media is combination between computer technology with various good items source in the form of text, picture, presented voice and graph passing the computer [screen/sail] (Heinrich, 1996).

Heinrich (1996) please express that conducive computer technology, configuration form the presentation in a multi media peep out the different naming for example hypermedia, video interactive, CD-ROM, digital video interactive and virtual reality.

Hypermedia is computer software using the text, graph, the audio and video each other related/relevant and connected in such a manner so that the information can is easily used according to desire user. Video interactive is one of [the] form multi the media all the presented video record interactively by using computer technology. CD-ROM is forming disc which is have capacities to more than 650 megabytes can saving various digital information form be like : text, graph, animation and photo (Heinrich, 1996).

As for virtual reality is newest form usage of computer technology in conducive three dimension his consumer participate actively. In 5. Internet and Multi Media Kit by the technology rapidly, exploiting of computer in course of study don't can only be used standly alone but can is also exploited in a network. Computer network or computer network have enabled the process learn to broader, more interactive and more flexible. Student can do the process learn without limited by the time and space factor, mean if available network facility, student can do process learn just where and any time (Benny A.P. and Dewi P.P., 2005).

Benny A.P. and Dewi P.P. (2005) excess of is differ from computer network as education media is to enabling for student to do the interaction with student humanity and with lecturer outside lecture hall. Ability interactive this can make the process learn to become efektive the lecturer conduciveness give
the feedback (feedback) to process and result learn the student. The computer network is most commonly used is internet.

Exploiting of computer can be used vary, lecturing can dofully with combinable computer but by looking in the face which have become the shares process the study. Combination among exploitings of computer by looking in the face more feasible.

Multimedia kit interpreted as the teaching materials package consisting of some used media types to explain a topics selected, which provided with study guide, the spread sheet moduler (Heinrich, 1996). Usage multimedia kit designed by lecturer require to pay attention the especial purpose from its use that is: giving opportunity of student to learn directly to know, experiment to improve, to feel, to like, to know and to give satisfaction to what have is trying.

**VII. CONCLUSION**

1. Integrated of Quality Management is learning paradigm newly higher education management, consist of the accreditation, accountability, evaluation, autonomous and quality.
2. Using multimedia by lecturer require to pay attention the especial purpose from its use that is giving opportunity of student to learn directly to know, experiment to improve, to feel, to like, to know and to give satisfaction to what have is trying.
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