Feasibility Study of Audiovisual Learning Media in Case Method and Team Based Project Models in Creative Writing Courses

Rosmawaty ¹, Muhammad Joharis ², & Ita Khairani ³

{ rosmawaty@unimed.ac.id 1, joharislubis@gmail.com 2 }

The Indonesian Language and Literature Education Study Program, Faculty of Language and Art, Universitas Negeri Medan

Jl. William Iskandar Ps. V, Sumatera Utara 2022, Indonesia 1,2,&3

,

Abstract The systematic sequence of presentation of learning materials in the developed teaching media is what determines the feasibility of presentation. The feasibility of audiovisual learning media that has been prepared is determined by this study. The method used is descriptive qualitative and descriptive. The outcomes revealed that the instructional media developed received a positive response from material specialists regarding the practicality of presentation. A team of experts, comprising material specialists and design specialists, validated the feasibility of presenting this material. The results of the validation of a team of experts, consisting of two material experts and one learning design expert, who is a lecturer at the Unimed Faculty of Language and Arts, show that the teaching video media developed is in the "very good" category, with a percentage of 96.78% in the material aspect and 87% in the media design aspect. The next research steps in this development research series can be mapped out based on these findings.

Keywords: learning video, case method, team based project, creative writing

1 Introduction

The case method learning model is a learning model that uses cases and is forced to occur today. It is used as a medium for students to play a role with the aim that students can solve and be free from the problems/cases experienced [1]. [2] According to his research, the case method can develop analytical, critical, creative, practical, communication, social, and reflexive skills. According to the research conducted by [3], the application of the case method in learning can be categorized as learning activities that aim to enhance student engagement through independent learning, foster self-improvement through case-based learning, and foster the ability to critically analyze a given case.

Furthermore, team-based projects are one of the most common active learning methods used in lectures. This approach emphasizes student-centered learning, which is characterized by presenting problems or cases for thorough analysis [4] According to their research, [5] has demonstrated that the implementation of Team Based Project has a significant impact on

students' critical thinking abilities. [6] In their research, they explained that the application of team-based project and case method strategies is a strategy for developing learning skills..

The case method and team-based project integrated lecture model takes up a lot of time in lectures, which is why in mastering the skills of creative writing courses efficiency and effectiveness are needed. To fulfill the achievements of creative writing courses, learning resource media that can be used effectively and efficiently such as learning videos are needed. The learning video in question is a medium that contains moving audio and visuals with pedagogical characters in education. Learning resources based on video in the future will support innovation in learning models, teaching styles, lecturer communication with students and learning videos replace most of the functions of text evidence, and it seems that the existence of learning videos in lectures is responded by students as something interesting with a positive impact with applications on various platforms [7]

Delivery techniques in learning videos can be categorized from the functions and benefits provided, basically learning videos are used to assist learning and help develop skills from students [8], to obtain these skills, of course, various techniques and supporting components are needed, providing informative learning videos provide conceptual knowledge [9] Learning videos are able to provide learning motivation to students who watch them. This is possible if the video is created showing the benefits of the material in the video and accompanied by appropriate communication in the video, or by applying an explanation style that initiates students to act, displaying effective and efficient strategies to achieve success. The results of the feasibility test of presenting teaching video media with case method and team-based project learning models in creative writing courses will be described.

2 Method

The define stage, design stage, develop stage, and dissemination stage are included in this research [10]. The feasibility test results of teaching videos with case method and team-based project learning models developed in creative writing courses are the focus of this research. This study used questionnaires to collect data from expert subjects, including two material experts and one design expert. Test results. Data about evaluation in the form of input, comments, criticisms and suggestions from experts is collected by the form of questionnaire for each expert. In this study, the data analysis technique used in this study was descriptive statistical analysis. Data collection employs a Likert scale for measurement. The Likert scale is used to measure attitudes, opinions, and perceptions of a person or group of people about social phenomena (Sugiyono, 2015). Below is a percentage range table.

 Table 1. Percentage Interval

Value	Percentage Interval	Score
A	81%≤X<100%	Very good
В	61%≤X<80%	Good
С	41%≤X<60%	Medium
D	21%≤X<40%	Not so good
Е	0%≤X<20%	Very Poor

3 Results and Discussion

How a teaching media is packaged, valuable, and attractive depends on the planned order of presenting learning materials in the teaching media. The teaching media developed in this study received a positive response on the presentation feasibility aspect from a team of experts, namely material experts and design experts. The feasibility assessment is described below.

3.1 Data from Material Expert Validation Results

Two experts, namely Lecturers from the Faculty of Language and Arts, Universitas Negeri Medan, conducted the validation by material experts. The material expert will evaluate the content, presentation, and language of the learning video integrated in the implementation of the case method and team-based project learning models developed in creative writing courses. This validation is carried out to obtain effective, quality and systematic learning media in order to meet the achievements of creative writing courses. Table 2 contains data on the results of material expert validation.

Table 2. Data on Material Feasibility Validation Results in Learning Media

No	Assessment Indicator		sp.	Total	Ave.	Criteria
		1	2	Score	(%)	
a. Rel	evance					
1	The material is relevant to the competencies that students must master.	4	3	7	87,5%	very good
2	The tasks given are relevant to the competencies to be mastered.	4	3	7	87,5%	very good
3	Examples are relevant to the competencies to be mastered.	3	4	7	87,5%	very good
4	Questions are relevant to the creative writing competencies to be mastered.	4	4	8	100 %	very good
5	The depth of the description is appropriate to the developmental level of the students.	4	4	8	100%	very good
6	The completeness of the description is in accordance with the developmental level of the students.	4	4	8	100%	very good
7	The explanation of the material adequately meets the demands of the curriculum.	4	4	8	100%	very good
8	The number of questions is sufficient based on the RPS of the creative writing course that has been prepared.	4	3	7	87,5%	very good
9	The number of assignments is sufficient based on the RPS of the creative writing course.	3	4	7	87,5%	very good

b. Accuracy

10	The material presented is in accordance with scientific truths and creative writing course materials.	4	4	8	100%	very good
11	The material presented is in line	4	4	8	100%	very
	with the latest developments.					good
12	The material presented is relevant to everyday life.	4	4	8	100%	very good
13	Packaging material in accordance with scientific development.	3	4	7	87,5%	very good
c. con	npleteness of presentation					
14	Presents the competencies that	4	4	8	100%	very
	students must master.	·	•	Ü	10070	good
15	Present the benefits and	4	4	8	100%	very
10	importance of mastering	•	•	Ü	10070	good
16	competencies for life. Present the reference	4	3	7	97.50/	******
10	source/reference for the	4	3	/	87,5%	very good
1 C	explanation.					
	stematization of presentation	4	4	0	1000/	
17	The descriptions follow the flow of thought from simple to	4	4	8	100%	very good
	complex.					
	inpliance with student-centered learning			- 0	1000/	
18	Encourage student curiosity.	4	4	8	100%	very good
19	Encourage interaction.	3	4	7	100%	very good
20	Encourage students to build their own knowledge.	4	4	8	100%	very good
21	Encourage students to learn in groups.	4	4	8	100%	very good
· Ho	w to serve					8000
22	Supporting Piety to God Almighty.	4	4	8	100%	very
23	Supporting awareness of the	4	4	8	100%	good very
24	plurality of society.	4	4	8	100%	good
∠ '1	Supporting the growth of nationalism	4	4	0	100%	very
25	Support the emergence of local	4	4	8	100%	good
<i>43</i>	wisdom.	4	4	0	100%	very good
26	Supports logical thinking.	4	1	8	100%	
20	Supports logical unliking.	4	4	0	100%	very good
g. Lar	nguage conformity with eyd rules					
27	Correct use of spelling.	4	4	8	100%	very good
28	Accuracy of term selection.	4	4	8	100%	very good
29	Accuracy of sentence usage.	4	4	8	100%	very
	recurrey or somemor usage.	т	r	J	10070	good

30	The length of sentences in the material in the media is in	4	4	8	100%	very good
	accordance with the level of					
	understanding of students.					
31	The sentence structure is	4	4	8	100%	very
	appropriate for the student's level					good
	of understanding.					
32	The language used is not too rigid	4	4	8	100%	very
	(semi-formal).					good
	Average Number			248	96,87	very
					%	good

The results of the questionnaire on the material in the learning video showed that the material in the learning video was considered "very good" with a percentage of 96.87%.

3.2. Data from Learning Design Expert Validation Results

One design expert, a lecturer at the Faculty of Language and Arts at Universitas Negeri Medan, validated the design experts. This design is assessed to improve teaching video media with case method and team-based project learning models in creative writing courses. The results of design expert validation are shown in the table below.

Table 3. Assessment Score of Learning Design Expert Validation Results

Learning Implementation Plan	Resp.	Max.	Ave.	Criteria
Components		score		
A. Creative writing course identity				
There are education units, semester classes,	4	4	100%	very
skill programs, courses, or lesson themes.				good
B. Indicator formulation				
The suitability of study program	4	4	100%	very
competencies and graduate competencies,				good
as well as course competencies.				
Appropriateness of the use of operational	3	4	75%	good
words				
(KKO).				
Compliance with aspects of attitude,	3	4	75%	good
knowledge, and				
Skills.				
C. Formulation of learning objectives				
Appropriateness to the process and learning	4	4	100%	very
outcomes expected to be achieved.				good
Suitability to the indicators of achieving the	4	4	100%	very
learning objectives of the course.				good
D. Selection of teaching materials				
Compliance with learning objectives.	4	4	100%	very
				good
Suitability with learner characteristics.	3	4	75%	good
Compliance with time allocation.	3	4	75%	good
E. Selection of learning resources				
Compatibility with the competencies taught	4	4	100%	very
in the course				good

Suitability of learning materials with the	4	4	100%	very
learning model				good
Suitability with student characteristics.	3	4	75%	good
F. Learning media selection				
Compliance with learning objectives.	4	4	100%	very
				good
Suitability of teaching videos with case	4	4	100%	very
method and team based project models				good
Suitability with learner characteristics.	3	4	75%	good
g. Case method aspect				_
A. Encourage students to:				
1. Finding new ideas	4	4	100%	very
2. Motivating	3	4	75%	good
B. Case Presentation				good
1. Communication skills	4	4	100%	
2. Material mastery	4	3	75%	very
3. Ability to deal with	4	3	75%	good
inquiry				good
C. Case solving				good
 Skillful in solving cases 	3	4	75%	good
2. Interesting	4	4	100	very
				good
h. Aspects of team based project				
A. Encourage students to				
1. Finding New Ideas	4	4	100%	very
2. Motivating	4	3	75%	good
				good
B. Work together in groups on project				
assignments	4	4	100%	very
1. Cooperate	3	4	75%	good
2. Have an opinion	4	3	75%	good
C. Problem solving				good
Total Average			87%	very
				good

The survey results show that learning design in learning media combined with case methods and team-based project learning models is considered very good, with an average of 87% Based on the results of testing, it's suggested to test the learning media in a small test and in a larger test with students.

3.3. The Feasibility Test of Audio Visual Learning Video in Creative Writing Course

The individual trials were done on three students who had high, medium, and low abilities. The trials were done to see if the learning videos had any problems and to see how students responded. Small group trials were conducted on nine respondents. This trial was conducted to determine students' perceptions of the developed learning and to revise the weaknesses found. Data on student responses to the individual and small group trial stages can be seen in the following table.

Table 4. Data on Individual Trial and Small Grou Results

		sub		
No	Assessment Indicator	Ind.	Small group	- Criteria
1	The learning video developed for the creative writing course makes me happy to learn it.	83,3%	75%	good
2	The learning video developed for this creative writing course is easy to understand.	83,3%	75%	good
3	The learning video developed for the creative writing course encourages questions to be raised.	83,3%	83,3%	very good
4	Presentation of material with learning videos in creative writing courses starts from easy to difficult and from concrete to abstract.	75%	75%	good
5	The presentation of material in the learning video developed in this creative writing course encourages me to discuss with other friends.	83,3%	83,3%	very good
6	With the videos developed in this creative writing course, my curiosity is stimulated.	75%	91,6%	very good
7	Learning videos developed for creative writing courses helped me to solve the problem.	75%	83,3%	very good
8	The language and font used are simple, easy to understand and easy to read	75%	91,6%	very good
9	Using the learning video developed for this creative writing course makes me learn more directed, systematic, and coherent.	83,3%	83,3%	very good
10	By using the developed teaching and learning videos in creative writing courses this can increase the desire to learn	75%	91,6%	very good
11	By using the developed teaching and learning videos in creative writing courses this can make me actively ask questions	83,3%	83,3%	very good
12	By using the developed learning video in creative writing course this made me look for other reference sources	100%	91,6%	very good
13	By using the developed learning video in creative writing course This can make learning less boring	100%	100%	very good
Avera		83%	85%	

The results of the questionnaire showed that individual trials of learning videos developed in creative writing courses were considered "very good" with an average percentage of 83% The results of the questionnaire showed that small group trials of learning developed in creative writing courses were said to be "very good," with an average percentage of 85%.

4 Conclusion

The teaching media developed received a positive response from material experts on the presentation feasibility aspect of the teaching media developed. The results of the validation of a team of experts, consisting of two material experts and one learning design expert, who is a lecturer at the Unimed Faculty of Language and Arts, show that the teaching video media developed is in the "very good" category, with a percentage of 96.78% in the material aspect and 87% in the media design aspect. Furthermore, the outcomes of the tests conducted led to the designation of the "Very Good" category for the audio-visual instructional videos that have been produced.

Acknowledgments

The authors would like to express their gratitude to the LPPM, Universitas Negeri Medan, for providing research funding, which will enable its implementation in 2024. Thanks also goes out to all who participated in this study.

References

- [1] Chen, C. C., Shang, R., & Harris, A. The efficacy of case method in an Online Asynchronous Learning Environment. *International Journal of Distance Education and Technology*, 4(2), 72-86. (2006).
- [2] Danilin, R. Case method in the students university foreign language education. Tambov University *Review. Series: Humanities*, 95-106. (2021).
- [3] Asep, A., Helmi, D., Ansiska, P., & Sohilait, D. Aktivitas Pembelajaran Berbasis Metode Case Method Dalam Pembelajaran Geografi Mata Kuliah Antropologi. *Jurnal Ilmiah Profesi Pendidikan*, 8(1b), 515–522. (2023).
- [4] Nasir, R., & Maknun, C. L. Refleksi PenilaianKontribusi Pada Team-Based Project Secara Daring. *Aksioma*, 11(1), 48–56. (2022).
- [5] Nursulistyo, E. D., Siswandari, S., & Jaryanto, J. Model Team-Based Learning dan Model Problem-Based Learning Secara Daring Berpengaruh terhadap Kemampuan Berpikir Kritis Siswa. Mimbar Ilmu, 26(1), 128. (2021).
- [6] Rosidah, C. T., & Pramulia, P. Team Based Project dan Case Method Sebagai Strategi Pengembangan Keterampilan Mengembangkan Pembelajaran Mahasiswa. *MENDIDIK: Jurnal Kajian Pendidikan dan Pengajaran*, 7(2), 245-251. (2021).
- [7] Cheppy Riyana. Pedoman Pengembangan Media Video. Bandung:Program P3AI Universitas Pendidikan Indonesia. (2007).
- [8] Bates, T. Teaching in a digital age: Guidelines for designing teaching and. learning for a digital. (2015).
- [9] Wijnker, W., Bakker, A., & Drijvers, P. Explaining pupils' interest for video in education: A multiple case study. (2021)
- [10] Sugiyono. Metode Penelitian Kuantitatif, Kualitatif, dan R&D. Bandung: ALFABETA. (2015).