Fruity Loops: Alternative Media for Creating Children's Songs

Anada Leo Virganta[1], May Sari Lubid[2], Rizki Ramadhani[3,] Dwi Maya Novitri[4]

{anadaleovirganta@unimed.ac.id[1], maysarilubis27@unimed.ac.id[2], rizkiramram@unimed.ac.id [3], mayanovitri@unimed.ac.id[4]}

Department of Early Childhood Education Teacher Education, Faculty of Education, State University of Medan

Abstract. The low ability of students of the early childhood education teacher education study program in the music for children course in playing musical instruments is the basis for the researcher's thinking to develop song creation media using the Fruity Loops application which has been given a simple basic rhythm and chord template so that it can optimize children's song creation. The resulting product will be tested for validity, practicality, and effectiveness. The development model used is the 4D model which emphasizes the needs of learning outcomes according to context (lecturers and students). The assessment of the two media experts on the aspects of learning, material, and language obtained an overall average score of 3.5 which is qualitatively categorized as very feasible, so it can be concluded that the digital module product based on the team project is very feasible.

Keywords: Early Childhood Music, Song Creation Media, Fruity Loop

1 Introduction

Realizing quality education requires teachers who understand the needs of early childhood so that they can achieve a level of development appropriate to their age. To create quality teachers, learning is needed that can meet the needs of teacher competency through higher education. In the concept of learning in higher education, the learning outcomes of the course emphasize more on everything that students have learned at the end of the lecture, the concepts and analysis of lecturers, and are arranged based on the lecturer's point of view, while the learning program achievements emphasize more on everything that students can do or display in a wider scope, student performance results, and are arranged based on the student's point of view and field needs (work world). In addition, as prospective PAUD teachers, students must have the competence to be able to stimulate child development, which in this discussion is focused on the discussion of musical art in the material on creating children's songs. The process of creating children's songs not only uses conventional musical instruments but can also be done using digital media in the form of applications. Research conducted by Dewey et al. [1] The use of

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technology in children's music education can improve musical skills and creativity. The study found that children who use music software such as FL Studio can develop their musical skills in a more engaging and interactive way compared to traditional methods. Fruity Loops, or FL Studio, is a music production software developed by Image-Line. Known for its user-friendly interface and various creative features, FL Studio allows users to create, record, edit, and produce music from various genres. This program offers a variety of tools, ranging from virtual instruments, sound effects, to various templates that can help in making music. The program, which was originally designed for professional music producers, is now increasingly used in various contexts, including in the creation of children's songs. Research by Lee et al. [2] states that the use of digital musical instruments can encourage children's creativity. With FL Studio, children can experiment with various sounds and effects, which can spark their imagination and enhance their creative abilities. This study shows that platforms such as FL Studio can provide more freedom in creating unique and innovative music. This is in line with the results of Rahman et al.'s research. [3] who revealed that the use of Fruity Loops in learning tonal music concepts was proven to increase students' creativity, as well as helping them create popular musical works with a better level of musicality.

Based on the observation results of the learning process in the Music for Early Childhood course in the Early Childhood Education Teacher Education Study Program, the teaching materials used are still dominated by theoretical needs and have not been integrated with supporting applications to achieve learning outcomes. In the process of Music for Early Childhood lectures in Early Childhood Education Teacher Education Study Program, it is very theoretical in understanding aspects of art without being followed by applicable practice methods and alternative media have not been designed in musical creation activities. For example, in the discussion of material on Children's Song Creation, practical activities only use conventional musical instruments and have not used supporting learning media to meet learning outcomes. The limited availability of musical instruments and the low ability of students to play musical instruments certainly have a great influence on children's song creations.

Based on these problems, it is necessary to develop a Children's Song Creation Media Based on the Fruity Loops Application in Early Childhood Music Courses. With the hope that the creation of a product in the form of a module or teaching material integrated with the Fruity Loops application can be a solution for students to answer the needs of art learning, especially music in the school environment later.

2 Research Method

This type of research is research and development (Research and Development). Research and development is research that is designed in a structured and systematic manner to develop a product through certain stages and evaluations to test the level of validity and effectiveness of its use. According to Seels and Richey [4], research and development is defined as a systematic study of the design, development and evaluation of learning programs, processes and products that must meet the criteria of validity, practicality and effectiveness. This means that research and development, which is different from simple learning development, is defined as a systematic study to design, develop and evaluate programs, processes and learning outcomes that must meet the criteria of internal consistency and effectiveness. Thus, in its development,

it is carried out using a development model. The development model used in this study is the 4-D development model (four D models). [5] explains that the stages of the 4-D model include: definition, design, development and dissemination..

The development stages in this research can be detailed as follows::

1. The definition stage aims to define and analyze the following: (1) analysis of learning needs for Music for Early Childhood aged 5-6 years, (2) analysis of Early Childhood Song Creation, (3) analysis of students' musical abilities in the Early Childhood Music course, and (4) analysis of students' work in the Early Childhood Music course.

2. The design stage is to design music learning media according to the definition: needs analysis, usage analysis, song creation analysis, and work analysis.

3. The development stage includes: validity test, implementation test, and effectiveness test.

4. The dissemination stage is carried out on a wider scale, both in sample classes and in other classes in the Early Childhood Music course.

3 Discussion

This research was conducted with the aim of developing a digital module based on a team-based project in early childhood music courses so that it can be accessed by students both in online and offline lectures. The following are the stages carried out in this research.

1. Needs Analysis

In the Music for Early Childhood course in the Early Childhood Education Teacher Education Study Program, the media used has not been integrated with supporting applications to achieve learning outcomes. For example, in the discussion of the material on Children's Song Creation, practical activities only use conventional musical instruments and have not used supporting learning media to meet learning outcomes. The limited availability of musical instruments and the low ability of students to play musical instruments certainly have a major impact on children's song creations.

The process of creating children's songs does not only use conventional musical instruments but can be done using the help of digital media in the form of applications. There are several applications that can support the relevance of theoretical understanding of their applications in art practices in schools. The application software is like Fruity Loops (Fl Studio), Cubase, Sibelius and Acid Music Studio. Fruity Loops is one of the music software that is very popular with electronic musicians and various musicians who are not also involved in the digital world. Until now, not only electronic musicians use this software, but also many teenagers who are creative in the field of music using this software, because this software is not too difficult to operate. The use of applications is certainly an alternative to fulfill the artistic competence of students as prospective teachers.

The use of applications is certainly an alternative to fulfill the artistic competence of students as prospective teachers. The low ability of students in playing musical instruments is the basis for researchers' thinking to develop song creation media using the Fruity Loops application which has been given a simple rhythm template and basic chords so that it can optimize the creation

of children's songs. The resulting product will be tested for validity, practicality, and effectiveness. With the tests carried out, Teaching Materials will be produced in the form of an integrated Fruity Loops application module that is valid (suitable in terms of content and appearance), implementable (easy to use by students), and effective (can improve the process and learning outcomes of students).

2. Design

This design stage formulates the content of song creation material using the Fruity Loops Application in the form of a module that will be developed so that the research team can carry out tasks according to the classification of the research members. In addition, the development of a song creation module product for early childhood music courses can make it easier for students to learn the stages of using the Fruity Loops application in song creation. The product in the form of a song creation module based on the Fruity Loops application will be equipped with an explanation along with an image of the application display that can be used by each group in practical activities. The design of this module has been discussed by the research team and also material experts.

3. Initial Product Development

The development of this initial product began with the research team and experts formulating the design structure of a digital module based on a team-based project. The structure of this module consists of a cover, foreword, table of contents, material, and closing conclusions. The material has been prepared through a semester learning plan, with the developed module material covering: (1) Music and songs in early childhood education, understanding the role, benefits of children getting to know music, playing, functions and benefits in the learning process through music related to aspects of child development (2) basic music knowledge, discussing the introduction of basic elements of music such as rhythm, melody, harmony, and others, (3) musical notation, discussing staff notation, number notation, staff lines, key signatures and major scales, (4) musical instruments, discussing the types of instruments based on their function, sound sources and how to play them, (5) singing, discussing the correct singing techniques and choirs. (6) and creating children's songs, discussing the process of creating songs or arranging children's songs based on the Fruity Loops application.

Based on the research data conducted by two material experts on the learning aspect, it shows that the average score is 3.4 which is categorized as very feasible. This shows that the song creation module based on the Fruity Loops application can be used. Furthermore, based on the research data conducted by two material experts on the material aspect, it shows that the average score is 3.6 which is categorized as very feasible. This shows that the children's song creation module based on the Fruity Loops application can be used. In the language aspect, it shows that the average score is 3.5 which is categorized as very feasible. This shows that the digital module based on the base team project can be used.

The assessment of the two media experts on the three aspects obtained an overall average score of 3.5 which is qualitatively categorized as very feasible, so it can be concluded that the digital module product based on the base team project is very feasible to be tested in the field according to the suggested revisions.

4 Conclusion

The research on the development of song creation modules based on the Fruity Loops application in learning Early Childhood Music courses meets the needs based on the needs analysis carried out in previous learning. Learning to create children's songs in the Music for Early Childhood course, by using the Fruity Loops application media in learning music rhythm can improve students' understanding and competence so that they can meet the needs of course achievements. The use of the Fruity Loops application accompanied by examples of rhythm patterns in learning in the digital era has a positive impact on students' abilities in understanding, playing, and designing musical rhythms that are in accordance with the characteristics of music for early childhood.

Through an understanding of the use of the Fruity Loops application to produce works and skills in combining examples of rhythm patterns as part of the musical experience, it will answer problems or obstacles in the limitations of instruments and provide new creative space for students. The use of teaching materials in the form of modules integrated with the Fruity Loops application media can be a solution for students to answer the needs of learning art, especially music in the school environment later.

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