



## Utilization of the Audacity Application as a Learning Media

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### ABSTRACT

The Audacity application is an application that is used through media in the form of a laptop without using data, and in the Audacity application, there are also many interesting menus that can be used by teachers or students in the use of learning media. And learning media is also a tool used by students in learning related to the material presented by the teacher. The purpose of this study, the author explain how to use the Audacity application as a learning medium at MAN 4 Tanah Datar. The method used by the author in this study is a qualitative method. The purpose of the qualitative method is a method in the form of an analysis of the author's thoughts regarding theories based on existing facts or in accordance with the elaboration studied by the authors from teachers related to Learning Media at MAN 4 Tanah Datar. The result is with rapid technological changes until now, students and teachers cannot be separated from the existence of learning media based on the Audacity application, the Audacity application is an application that is used for free, either by teachers or students and this application has many interesting features and used in learning.

**Keywords:** *Audacity app, Media, Utilization*

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## INTRODUCTION

The more visible developments in various aspects of life. Developments occur in various aspects of life ranging from social, economic, to educational aspects. Development occurs in accordance with the increasing human needs (Samio, 2018). It

can be understood that development is relative, relative means adjusting to human needs, these two things go hand in hand and are interrelated with each other (Kementrian Komunikasi dan Informasi, 2019).

One of the developments that occur is developments in the field of communication technology, the purpose of communication technology is a tool obtained from the reciprocal relationship between teachers and students with the information obtained in a structure accurately (Chao, 2018). Which with developments in the field of technology and communication has an impact on developments in other aspects, because everything is interrelated (Saber, 2019).

This development can have negative and positive impacts on human life depending on how to respond to these developments (Scherer, 2019). Development should be addressed with an open attitude, but still use a filter. This means that the good and bad developments are chosen (Taufiqurrahman, 2018).

Furthermore, there are also technological developments that affect students or teachers in learning (Emarawati, 2020). Technological development means gradual change for the better (Kidi & Widyaiswara, 2018).

The benefits of technological developments are: to make it easier for someone to get better information, to communicate well between one person and another and to easily get more efficient learning (Wu, 2018). The advantage of technological developments is that it makes every work done by humans easier and superior (Faisal, 2018). As for the weaknesses or shortcomings of this technological development, namely: most of the information obtained is negative as can be exemplified that at this time there are many murder cases, it is easy for someone to abuse or violence, with the number of technology users carried out by everyone it will tend to make the person lazy (Amrina, Mudinillah, & Ulya, 2021; Amrina, Mudinillah, & Fadhillah, 2022; Mudinillah & Handayani, 2021; Rezi et al., 2022). in carrying out every activity that is positive, as well as with technology can also make time short or wasted in carrying out every activity or work carried out by someone (Astuti & Rps, 2018).

Therefore, educators, students or other people are required to be able to face the current developments with advances in technological developments (Kobayashi, 2019). Apart from technological developments, the learning process also affects students or teachers in carrying out learning activities in class or online lessons through the media used. (Teni Nurrita, 2018). The purpose of the learning process is; gradual changes for the better in learning where there is a reciprocal relationship between teachers and students in learning and can form a personality that is advanced between the two parties, namely teachers and students (Gehrmann, 2020).

Learning activities carried out in the classroom are usually the teacher explaining the material through the blackboard using markers, the teacher reading the learning material to students and students making the material in notebooks and using stationery to write either by using pens, pencils and other writing tools that can be used (Amrina, Mudinillah, & Al Ghazali, 2022; Khairani & Mudinillah, 2022; Mudinillah, 2021b;

Mudinillah & Hikmah, 2022). used in learning (Purwanto, 2019). The media used in learning is one of them by using the Audacity application (Weiser, 2018).

Learning facilities that are available in adequate numbers in a school have an influence on the continuity of the teaching and learning process (Adnan & Ali, 2020; Ghozali et al., 2021; Holmes, 2020; Hughes et al., 2021). without learning facilities available in adequate numbers in schools, the process of teaching and learning interactions cannot run optimally and maximally (Filla & Mudinillah, 2022; Mudinillah, 2019a; Mudinillah & Shidqi, 2022; Shidqi & Mudinillah, 2021).

The purpose of the learning process is to make it easier for teachers or students to achieve the goals that have been designed from an early age to the present day and the achievement of a dream that has been dreamed of so that it can be useful for someone and the knowledge gained can be shared with people who do not understand. with materials or teaching materials (Munirah, 2018) .

In fact, the world is covered by various languages. Language is a communication tool that is spoken and produces sounds and sounds so that people understand what people are saying (Rabiah, 2018). One of the languages that we must learn, and which is included in the school curriculum is Arabic (Greene-Cramer et al., 2019; Ma et al., 2019; Mudinillah & Isnain, 2021; Pierce, 2020; Pivoto, 2018; R. J. Putri & Mudinillah, 2021; Shidqi & Mudinillah, 2021; Wastriami & Mudinillah, 2022). Arabic is a sentence that is dominantly spoken by Arabs themselves, to convey their intentions and goals to other people, so that people can understand what we say (Mudinillah, 2019b; Mudinillah & Isnain, 2021; N. E. Putri & Mudinillah, 2021; Rezi & Mudinillah, 2022).

Arabic has special features with other languages, because of the high-quality literary value for those who study it and Arabic is also destined to be the language of the Koran that communicates the word of God, because in it there is a beautiful language uslub for humans and no one can match it. Arabic in the Qur'an is a unity that cannot be separated from one another (Mudinillah, 2021a; Mudinillah & Nurfadilah Septika, 2022; W. E. Putri & Mudinillah, 2021; Wulandari & Mudinillah, 2022). In learning the Koran Arabic is an absolute condition that must be mastered, as well as learning the Koran language means learning Arabic (Nupiah et al., 2022; Oktariyani et al., 2022; Salam et al., 2022; Sanusi et al., 2022). The skills that must be possessed in learning Arabic include four skills or what is called maharah, namely, maharah kitabah which is a skill in writing, maharah istima' is the ability to listen to material, maharah qiroa'ah is the ability to read, maharah kalam is the ability to practice in Arabic (Amrina, Mudinillah, & Hafiz, 2021; Amrina, Mudinillah, & Sari, 2021; Salam & Mudinillah, 2021; Yeni & Mudinillah, 2021) .

On December 31, 2019 a similar case appeared with unknown pneumonia in Wuhan, China (Munirah, 2018). The case was caused by the corona virus, also known as COVID-19. Covid-19 is an infectious disease whose origin is unknown so that it can cause negative things to happen, such as getting sick every day and even causing death to someone (Chao, 2018). But the current pandemic is a tragedy that grieves all humans on this earth, including education (Aldeneh et al., 2021; Cholisoh, n.d.; Irawan &

Solihin, 2021; Lei, 2020). Even now schools are closed and learning online is no exception, Indonesia is no exception (Ariska & Mudinillah, 2022; Mudinillah & Putri, 2021; Nadya et al., 2022; Trisoni et al., 2022).

The characteristics of this virus spread very quickly, so that this virus has become a global pandemic with more than four million positive cases spreading throughout Indonesia (Bappenas, 2021). The impact of this pandemic has affected almost all aspects of human life. Starting from the economic, social, and also included in the world of education (Fahrika & Roy, 2020). The pandemic period requires educators in the education world to be able to carry out the distance learning process or what is called online (Anugrahana, 2020). This kind of learning process be The pandemic period requires educators in the education world to be able to carry out the distance learning process or what is called online has never been done simultaneously in the world of education before (Heinich, n.d.). This of course brought a very significant change, pioneering the emergence of the term new normal, where everything is new (Amrina, Gazali, Mudinillah, et al., 2021; Dianovi et al., 2022; Hendra et al., 2022; Rohmalimna et al., 2022).

This is where the role of educators is to bring up various innovations in learning media to support learning in order to achieve learning objectives (Dasar & Pendidikan, n.d.). Effectiveness in learning is built on several elements (Bond, 2018) :

1. Students

Students are active beings with various characteristics. There is a reciprocal interaction between the teacher and the student and the student and the teacher. There is also the possibility of social interaction between fellow students. As a result of these interactions, teachers here are more required to understand the characteristics and all developments that occur in their students so that the learning objectives, prepared materials, and methods designed are truly in accordance with the student's character. (pdi1)

2. Teacher

An educator is a teacher who has more ability in explaining the material to be presented to students. so that students can get more knowledge from the interpretation done by educators and can make students motivated to study earnestly in order to achieve the ideals dreamed of. With educators who have high innovation and understand learning technology, it will feel fun. Cognitive or thinking is explaining all mental activities related to memory, perception and information processing that enable a person to gain knowledge, solve a problem, and plan for the future (Tchamyu, 2020).

While social development is the achievement of social maturity in relationships or also called social interaction (Musyarofah, 2018). The advantages of social development are: it is easy to get material when done together, can add insight to knowledge and establish a good relationship. Meanwhile, the drawback of social development is that if you do not learn well, you will not be able to add good insight (Hartini et al., 2022; Hikmah et al., 2022; Nopiana et al., 2022; Zakaria et al., 2022).

Furthermore, one element that is no less important is the curriculum or learning media (curriculum journals and learning media). Curriculum is the level of learning carried out by students at school and obtained from school administrators so that students are able to learn with a predetermined curriculum (Lattie, 2019; Mui et al., 2018; Nair et al., 2019; Vest, 2019). The purpose of the curriculum is to make students or teachers stay enthusiastic in doing learning, and increase knowledge by coefficient. One of the advancements in technological development in the learning process is using the Audacity application (Gabriela et al., 2022; Hikmah et al., 2022; Kartel et al., 2022).

## **RESEARCH METHODOLOGY**

The method used by the author in this study is a qualitative method (Kirk, n.d.). The purpose of the qualitative method is a method in the form of an analysis of the author's thoughts regarding theories based on existing facts or in accordance with the elaboration studied by the authors from teachers related to Learning Media at MAN 4 Tanah Datar. The sources obtained from the material studied by the author are real or exist in accordance with what is being studied. The steps taken by the author in Utilizing the Audacity Application as a Learning Media at MAN 4 Tanah Datar are based on the facts that occurred in accordance with what was studied by the author (Mudinillah & Isnain, 2021; R. J. Putri & Mudinillah, 2021; Shidqi & Mudinillah, 2021; Wastriami & Mudinillah, 2022).

## **RESULT AND DISCUSSION**

In the current learning process, students and teachers not only use books in learning but also use media in the form of the Audacity application (Ahmad, 2019). The Audacity application is an application that is used for free and in it there are many interesting features that can be used in learning. The Audacity application can also have a positive and negative influence on students.

The positive influence of the Audacity Application is that it can make students more aware of the media in the form of the Audacity Application that is used via laptops, and it can even add more insight to students themselves. The negative influence of the Audacity application is that students often use media in the form of the Audacity application in learning, students will experience a decrease in learning outcomes (Laurell, 2019).

The following are the advantages of the Audacity Application, namely, every teacher or student who accesses the Audacity Application will be able to explain what features exist in the Audacity Application, be able to explain what Audacity is in terms of the thinking and understanding of students or teachers and can make examples of questions taken on google or storage files. The disadvantages of the Audacity Application are the absence of previous audio data and required to find their own audio data to be manipulated.

With the Audacity Application media carried out by teachers to students in the learning process, students will be able to recognize what are the interesting features

contained in the Audacity Application and the goals for students in using the Audacity Application.

Good learning done by students is usually done by learning from the teacher who explains the material on the blackboard in class, the existence of questions and answers between the teacher and students and the existence of media assisting students in increasing knowledge quickly. As at the present time, if learning is carried out by teachers only through online, then students will have difficulty in getting good learning, but if learning is carried out with focus, it will get good results too. (Raudhatul, 2020).

The following are the menus contained in the Audacity Application and their uses (Raudhatul, 2020);

1. Menu bar, the menu used to process files and to open files
2. Selection tool, the menu used to select
3. Envelope tool, the menu used to change the volume
4. Draw tool, the menu used to modify
5. Eoom tool, the menu used to enlarge the image to be edited
6. Time shift, the menu used to change the sound rules right or left
7. Multi tool mode, a menu that can be used to access all tools at the same time
8. Kontrol bar, there are two tools, namely audio and editing tools
9. Pause, the menu used to pause the voice recording temporarily
10. Play, used to start and play audio that is ready to be recorded
11. Stop, used to stop the sound that has been turned on
12. Skip to star, used to return to the beginning
13. Skip to end, used to return to the end
14. Mixer toolbar, used to adjust and process the volume of the sound source both input and output
15. Edit toolbar, there is a button to process the sound
16. Meter toolbar, display the sound type
17. Status bar, there is sound status information that is being processed
18. Track, there are various parts of the track

Audio file formats that can be imported in Audacity are:

1. WAV (Windows Wave Format): this file format is the standard format of the Windows Operating System and is supported by almost every computer. This file has not been compressed.
2. AIFF (Audio Interchange File Format): this file format is the standard format of the Macintosh Operating System and is supported by some computers. This file has not been compressed.
3. Sun Au/ NeXT : this file format is the standard format of Sun and Next. This format was one of the first audio formats supported by web browsers. This file is already compressed.
4. MP3 (MPEG1, layer 3): This file format is the most popular format in the community. This file has been compressed.



5. Ogg Vorbis: this file format is the standard Linux format. This file has almost the same size as MP3 but has better quality and there are no patent restrictions. This file has been compressed.

Effect In the Audacity application there are facilities for giving sound effects. With the sound effects of audacity, ordinary sounds can become extraordinary.

Steps to record sound in Audacity

1. Plug in the microphone.
2. Run the audacity.
3. Set mono or stereo by selecting Track-Add New-Stereo Track.
4. Adjust the input volume in the Mixer Toolbar section
5. Press the Record button to start recording.
6. Press the Pause button to pause recording.
7. Press the Stop button to stop the recording process
8. Then press the play button to listen to the recording

In audacity, it can be saved using File-Save Project As with the standard format, namely uap. Audacity also provides export facilities to save sound signals in certain audio file formats including WAV, MP3 and Ogg Vorbis with the File-Export step.

### **Cutting Sound**

Open the file you want to cut

Select the part to be cut

Select the Edit-Remove Audio-Cut menu.

Press the Play button to play the clipped file

Click the file-export menu to save in mp3 format.

### **Copying Sound**

The steps for copying sound in audacity are by using the edit-copy menu or using the Ctrl + C keys. The steps for copying are as follows.

Open the file to be copied.

Select the area to be copied. (Picture above cuts sound)

Then select the edit-copy menu. Then click edit-paste

Click the file-export menu to save in mp3 format.

### **Split Facilities**

Open the file to be split

Select the area you want

Then select the menu edit-remove audio-split cut(Ctrl+Alt+X) or

Then select the menu edit-remove audio-split delete (Ctrl+Alt+K).

Click the file-export menu to save in mp3 format.

### **Voice Duplication**

Open the desired file

Select the desired area

Then select the edit-duplicate menu (Ctrl+D)

### **Making Chips**

A chirp is a sound signal that sounds like a long and shrill “tuut” sound. The steps to create a chip are as follows:

Open a desired file

Decide where the Chirp will be made

Click the Generate-Chrip... menu on the menu bar.

Set the waveform, there are 4 parts, namely sine, square, sawtooth, square no alias.

Set the frequency by changing the frequency column and the amplitude (volume) in the Amplitude column and the signal length can be created by setting the duration.

Click the file-export menu to save it back in mp3 format.

### **Creating DTMF Tones**

DTMF Tones are sound signals that sound like a “tuut-silence-tuut” sound over and over again. The steps to make it are as follows:

Open a desired file

Specify the area of DTMF Tones to be created.

Click the Generate-DTMF Tones menu on the menu bar.

Set the amplitude and duration in the generated DTMF Tones duration column

Set the length of the sound "tuut" and silence by setting the Tone / silence ratio.

Click the file-export menu to save back in mp3 format

### **Making Noise**

Noise is a sound signal that sounds like a "zzz" sound like a radio that doesn't get a signal. The steps to make it are as follows:

Open a desired file

Specify the Nois area to be created.

Click the Generate-Noise menu on the menubar

There are 3 noise choices, namely white, pink and brown

Set the amplitude and duration in the generated noise duration column.

Click the file-export menu to save back in mp3 format

### **Making Silence**

Silence is a signal that does not sound. The steps to make it are as follows:

Open the desired file

Decide where the silence area will be created

Click the Generate-Silence menu on the menubar.

Settings on silence are only setting the duration of silence that will be made.

Click the file-export menu to save back in mp3 format



### **Creating Tones**

Tone is a sound signal that sounds "tuuuut" for a long time. The steps to make it are as follows:

Open the desired file in audacity

Decide where the tone area will be created

Click the generate-Tone menu on the menu bar

In the waveform column there are 4 choices, namely Sine, Sawtooth, and Square no alias.

Set the frequency, amplitude and duration of the created tone.

Click the file-export menu to save back in mp3 format

### **Make Robot Sound Effects**

Open the desired file

Use the Vecoder Effect, select the Effect-Vecoder menu

Set vecoder properties.

Click ok, then audacity will process

Finished.

### **Make Military sound effects**

Open the desired file or record the sound to be edited

Open the effect-Amplify menu to make the amplitude bigger

For the results to be louder, it is necessary to adjust the output dB

Click the Effect Menu-High Pass Filter

Set High Pass Filter as you wish

Finished

### **Make Dota – Lich King game SFX sound effects**

1. Record the sound you want to edit.
2. Select track 1 then select the Edit-Copy menu then paste it at the bottom of the track so that a total of 3 tracks.
3. Select the Effect-Amplify menu so that the amplitude is bigger on three tracks
4. Select track 2 then select the Effect-Echo menu. Click the solo button on the 2nd track to try the Echo effect
5. Select the 3rd track, then select the Effect-Reverse menu. Then select the Effect-GVerb menu. Click OK. Then select the Effect-Reverse menu again. Click the Solo button to try track 3
6. In this section the editing has been completed but there are some parts that need to be perfected.
7. Select track 1 then select Effect-Change Pitch to change the pitch of the pitch then select the Effect-Bass Boost menu to make the sound bigger
8. To smooth the incoming and outgoing sound, it is necessary to add Fade In and Fade Out effects

Store and can be on google chrome on android.

1. You can download the Audacity application on the play store and can use Google Chrome and from the link provided by the teacher.
2. After downloading, install the Audacity application and follow the installation process according to the steps that have been determined, after that the initial display of the Audacity application will appear.
3. In the Audacity application there are several interesting structures and interesting effects.
4. The initial way to use the Audacity Application for beginners in learning is to record the material to be taught, after that we can edit the audio recording that has been provided by selecting the track, we can also add backsound to the audio by taking it from a file, importing it and then audio, then it will show what will be retrieved.
5. If it is then we can save it. by pressing the file and then take the export then we will be given a choice in the form of MP3, WAP, and so on.

## **CONCLUSION**

Based on the author's explanation above, it can be concluded that with rapid technological changes until now, students and teachers cannot be separated from the existence of learning media based on the Audacity application, the Audacity application is an application that is used for free, either by teachers or students and this application has many interesting features and used in learning. And learning media are tools used by students in learning so that they can be used properly by both parties, namely teachers and students. if students only use the Audacity application in learning, students will have difficulty getting concrete material, but it would be better if learning was done alternately every day so that learning did not feel bored.

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