



## Utilization of the Inshot Application as a Learning Media in Elementary Schools during the COVID-19 Pandemic

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### ABSTRACT

This study aims to explain the use and how to edit the inshot video editing application as a learning medium in elementary schools during the COVID-19 pandemic. This study uses a qualitative descriptive research method by describing the inshot application to receive an explanation of the use and use of the inshot application in making a video-based learning media. In the current era, digital technology has developed very rapidly in the world, including Indonesia. And this includes education as a result, due to the COVID-19 pandemic. So, the solution given by the government at this time is to carry out the learning process online or remotely, which is generally called online school. And technology at this time has become one of the indispensable tools in using learning media such as the use of inshot applications. because the media has a video editing feature that can help an educator in communicating with students face-to-face through online media. Almost all schools in Indonesia also use learning media that use the inshot application.

**Keywords:** *Inshot Application, Learning Media, Elementary Schools, COVID-19 Pandemic*

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## INTRODUCTION

Education is the most important thing in life, which is one of the places to train a person on language skills. Education can be produced through formal as well as informal learning. in formal institutions such as schools, the success of an education and knowledge can be seen from the results of learning achievements. Education can be

obtained anywhere, anytime and with anyone. One of the areas to get an education is the school.

Revealed that, School means the area demands science and a container to develop skills and institutions in the process of changing the behavior and attitudes of learners in learning (Dahliyana et al., 2020; Mansyur & Mardhiati, 2020; Poria et al., 2018; Sormin, 2018). The learning process is the process of interaction of learners, educators and learning resources in a learning environment. however, educational conflicts always arise simultaneously with the development of the situation as well as the existing environmental conditions. Information comes from culture, and technology also has a great influence on the globalization of education. The knowledge provided by educators is expected to be able to produce knowledge, mastery, skills and character, and behavior and religion in students (Amrina & Mudinillah, 2022; Rezi & Mudinillah, 2022; Shidqi & Mudinillah, 2021; Yeni & Mudinillah, 2021).

Education is a conscious and planned effort to create a learning environment and learning process so that learners actively develop their potential to have religious spiritual strength, self -control, personality, intelligence, noble morals, and skills needed by themselves, society, nation and country (Hua et al., 2003). The government organizes education aimed at enlightening the life of the nation. Minister of Education and Culture of the Republic of Indonesia Number 2 and 3 of 2020 on the prevention and control of Corona virus disease (Covid-19) states that online learning (in the network) at home (Sri Sumarningsih, 2020).

Online learning is a learning concept where the learning process is done in the 4.0 era with the help of technology and the internet. The implementation of online learning is an effort to improve the quality of education in Indonesia which is still relatively low to date (Fitriani et al., 2015; Ionescu, 2017; Mastromartino et al., 2019; Scalabrini et al., 2021). The application of online learning can be applied by providing lesson materials, discussions and direct learning through online. But in reality, learning with the online process is very difficult. Obstacles in the online learning process are not only experienced in remote areas but also urban areas also experience similar problems, namely the need for quotas and good signals in the online learning process (Magdalena et al., 2021).

Government of Education and Culture of the Republic of Indonesia Number 2 and 3 of 2020 On the prevention and control of Corona infectious diseases (Covid-19) states that: the leading online learning (in organizations) at home. Internet learning is a learning idea where the learning cycle is completed in 4.0 time with the help of innovation and the web. The use of web -based learning is a work to improve the quality of teaching in Indonesia which is currently relatively low. The use of internet learning can be applied by providing topics, leading conversations and learning directly through

the web. However, learning with an internet -based cycle is very dangerous (Kholisho et al., 2021).

These problems were experienced in the application of online learning, caused by the teacher applying direct learning via online assisted by the Zoom or Google Meet application. In the next semester, various considerations began to appear from several teachers to overcome the same problems, namely some teachers changed the application of learning with the help of video calls/conferences via WA, google classroom, giving materials and assignments with students taking turns taking it at school, and home visit teachers learning from house-to-house students. In improving the quality and quality of education, the role of professional teachers is indispensable to the intellectual life of the nation (Dianovi et al., 2022; Kartel et al., 2022; Nopiana et al., 2022; Rohmalimna et al., 2022).

To achieve a quality learning process, an educator must be able to improve and recognize the needs of students to adapt, see data sources as a preparation to answer the needs of students, build and present their insights depending on their needs and the resources they find (Amrina et al., 2022; Hartini et al., 2022; Hikmah et al., 2022; Oktariyani et al., 2022). Accepting that each student is an extraordinary individual, interactions, materials, and learning techniques are tailored to each student's interests, talents, pace, style, and learning system. The accessibility of these independent decisions expects to inspire characteristics from within oneself to take according to individual needs, not uniform needs (Asyafah, 2019).

Government Regulation No. 17 of 2010 articles 48 and 59 which provide instructions for the development of an education information system based on technology and information. Through a good education system and human resources, it is able to increase Indonesia's competitiveness (Khansa & Sulisworo, 2016). The development of science and technology, especially technology, has a huge influence on the effectiveness and efficiency of the learning process. Learning, including technology-based learning, is basically not just conveying information or knowledge, but also conditioning students to learn, because the main goal of learning is for students to learn. The success of the teacher in teaching and the effectiveness of learning are marked by the existence of a student learning process. The success of the learning process is also influenced by the environment. Thus, learning outcomes are useful for students, because they can be transferred in real life situations (social reality).

Computerized technology can help educators to produce interesting learning media, on materials and allowed them to spend time with students. With PC accessibility, instructors can arrange plans and illustrative materials needed by students for consideration. What's more, web accessibility also enables students to effectively access data from multiple sources. Today, by taking advantage of computerized innovation, students get a lot of study offices. Accessibility of digital books makes no

sense any of these offices. Student Members don't have to buy books in the store to get learning assets. Members learn to download digital books can be accessed widely on the web (Lestari, 2018).

The word media comes from Latin which is the plural form of medium, which literally means intermediary or introduction. Association for Education and Communication Technology (AECT), defines the word media as all forms and channels used to process information (Nurseto, 2012) The National Education Association (NEA) defines media as all objects that can be manipulated, seen, heard, read or discussed along with the instruments used for these activities. The term media as the term refers to anything that carries information between a source and a receiver (Mayssara A. Abo Hassanin Supervised, 2014).

There are various kinds of learning media that can be used by educators in delivering their subject matter or related to using their teaching, one of which is in the form of audiovisual content in video form. One application in video editing that is easy to find and widely used today is a video editing application, such as the inshot application. This inshot video editing application is very suitable for use by beginners and those who want to edit videos simply without being complicated. So, it will not be disturbed when uploading edited videos and is more effective (Syukhria, 2021). Based on the explanation above, this article is structured so that readers can better understand and increase knowledge about using the inshot video editing application as a learning medium, especially during the current pandemic. Instructional media are very different depending on the side effects of exploratory specialists, incidentally, different media are practically all helpful. A large number of types and types of media are known today, from easy to highly mechanical, from simple and usually available to media that should be planned by the instructor himself. Meanwhile, he firmly stated that learning media included instruments that were actually used to convey the substance of the performance material, which consisted of books, recording devices, cassettes, recordings, pictures, illustrations, TV, and PCs. One of the types of media commonly used in the learning process is general media, namely media that combines 2 types of media, namely sound and visual. General media is media that has sound and image components (Goldman, Ian. and Pabari, 2021)

Video media is a form of cheap and affordable learning media. Once we buy tape and equipment, such as a tape recorder, there is almost no additional cost, because tapes can be erased after use and new messages can be recorded again (Sulistiani et al., 2021). Besides attracting and motivating students to learn more material, audio material can be used to convey information from a source to a recipient. Dale suggests that audiovisual materials can provide many benefits as long as the teacher plays an active role in the learning process. The teacher-student relationship remains the most important element in today's modern education system (Andhini, 2017).

## **RESEARCH METHODOLOGY**

The research method is the development of efficient ways used by researchers with the aim of getting results, or methods for tracking the clarity of problems or otherwise how to grow information by utilizing logical and efficient techniques. In this study, the researcher employs an examination strategy that is clearly subjective, given the fact that the analyst needs to highlight the understanding of the creator depending on the existing hypothesis (Edison & Tambes, 2021).

This research was written using a qualitative descriptive approach. The use of this approach aims to describe the nature of a person, events that occur in the field, and other activities in detail and depth. Nasir's opinion descriptive type of research is research that seeks to describe phenomena that occur in real, realistic, actual, real and at present time, because this research is to make descriptions, descriptions or paintings in a systematic, factual and accurate manner regarding facts, characteristics and the relationship between the investigated phenomena (Syukhria, 2021). There are several reasons for using this research method. One of them is to describe the research subject, namely the inshot application with a description to get an explanation of the use of the inshot application in making video-based learning media on subjects.

## **RESULT AND DISCUSSION**

The application used in this article is the Inshot application, with the reason that this inshot application is very interesting and is then felt by many individuals, in its transformation full of interesting features for Android. inshot application affects students' interests and talents in understanding videos containing clarification of learning materials made by educators. Starting from the text made by the educator, the same as the explanation given by the educator must still be clear and not too fast. In this inshot application many layers, recordings, sounds, text images, stickers, music, pictures, activities and much more have been prepared with a wide variety of instruments for educators to make innovative and quality recordings. With an interesting design in changing is being able to display pictures, recordings that are passionately related to the subject so students become more focused on what the educator is saying in the video (Putri & Mudinillah, 2021)

The COVID-19 pandemic is asking educators to make changes in education as soon as possible. Learning to change, which initially faced each other in class, regularly opened books, now requires innovative tools. This online-based learning uses the Zoom Meeting Application, Google Meet, or other applications regularly by students. Several obstacles were found, for example, internet quota fees and broadcast communication organization which sometimes faltered if the usage was too much. When teachers are required to have choices for media and procedures in online learning. The Inshot app is here to have the option to help with online study exercises to be more successful. The Inshot app is a simple, financially savvy app that can explain learning outcomes.

Education is a process of developing potential that is driven by students to have the choice to face difficulties in the future. educator is a method to guide the quality and learning that is taught. The educational nature can be improved from several points of view including completed learning exercises. One of the perspectives related to supporting the learning system is the quality of learning. The quality of learning is everything that contains information that is made from an educational plan that is



prepared methodically and in accordance with the quality of students. Various kinds of learning assets such as sound, visual, and general media both print and electronic. Despite the rapid advances in innovation, learning exercises must be organized so that they can remain aware of the mechanical alternation of events. Creative learning with satisfying performance material will really want to work on the nature of learning according to the innovative turn of events. The use of data innovation in learning will make the learning process interesting and significant for students (Hendriyani et al., 2018).

Teaching and learning process during the Covid-19 pandemic. In particular, functional subjects that should be done in schools are currently forced to be done from home. Therefore, teachers need media that can provide correct data during the time spent educating and practicing in learning. The increase in knowledge and innovation, especially innovation affects the adequacy and proficiency of the process towards learning. Taking, including innovation-based learning, basically does not only convey data or information, but also to condition students to learn, because the main motivation behind learning is student learning. The instructor's achievement in educating and the adequacy of learning are examined by the student's learning process. The achievement of the learning system is also influenced by the climate. In this way learning outcomes are very valuable for students, because they can be transferred to the real situation (social reality) (Sudarsana, 1375). Learning media can help a teacher / educator and students, especially as the main driver of educators in delivering material. Using learning media for learning videos of this activity will help and work on a learning framework for students and educators. Students can learn first by looking at and getting explanations from more complete teaching materials. Therefore, educators do not need to explain the material more than once at least a few times to the point that the learning framework can be more engaging, more adequate, and more skilled. Then again, despite the fact that there are many instructional videos about education and open learning approaches via the web, there is still very little educational footage on the whole. Exercises that are in accordance with learning objectives and abilities have not been found to be used as learning media in elementary schools (Nurromzanie, 2021).

Low student learning exercise was obtained in this first because students were not familiar with utilizing video-based learning media. Learning usually uses addresses and talks about making use of helping to find a substitute action in the study room, besides that there are still many students who do not ask and answer the big questions posed by educators as well as from different students, this is also a variable that causes students to be less dynamic in their learning (Anshor et al., 2015).

According to Irjus & Indrawan (2020) the learning process has five core components; communicators (teachers), learning materials, learning media, communicants (students), and learning objectives. While the learning media itself is a tool, material or teaching material that has been systematically arranged that is used by teachers and students in the learning process (Magdalena et al., 2020). Thus the learning media is an integral part of the learning system that cannot be separated. Without learning media, the learning process is impossible, at least there is a need for a medium to deliver the teaching materials.

Giving more attention is a mental formation for every educator to make learning empathetic and useful. Educators are able to manage the class and relate adaptability needs to each student and also try to assemble class elements and limit problem events and overcome problems currently seen by students. The large number of learning

problems that students face and their strength is equivalent to the complexity of the problems seen by an educator. This shows that the class is very critical and it can be said that in the classroom there is execution of information, abilities, and various types of involvement are changed by educators into students (Kadir, 2014).

Then, at that time, the absence of innovation in online-based learning strategies provided by additional educators became a barrier, because students who could feel tired with the goal of anxiety were experienced by educators, even sometimes guardians who did the tasks belonging to students. To make students with educators the absence of correspondence and direct examination. With the use of learning media that uses this inshot application, students feel more happy and do not feel bored when the teacher explains the learning material (Zulhaenahet al., 2020).

Inshot is a full-featured and professional video editing app for iOS and Android devices. It supports multiple layers of video, audio, images, text, and effects along with various tools that allow teachers to create high-quality videos. The subject matter is designed as attractive as possible, can display videos, as well as animated images related to the subject matter so that students focus more on what is conveyed by the teacher. In addition, KineMaster videos can be directly shared to social media platforms such as YouTube, WhatsApp, Facebook, Google, and many more. This makes it easy, especially for teachers, to publish their videos and reach students. The learning process will be more encouraging so that it affects the increase in student interest in learning (Khaira, 2021).

The InShot application is an application that can be used to convert videos or photos. Unique to the VivaVideo, VideoShow, and VideoPad apps, the InShot app can combine multiple recordings or photos. The app is zero in the extras on changing videos like adding music, topics, adding text and stickers, and various elements that you can take advantage of.

InShot is one of the most widely used video editor applications. Its features are also very easy to use. In this application, users can cut the part of the video (trim) that they want to edit before importing. However, users can still do it after that. InShot edits can also be directly shared on social media in High Definition (HD) quality. Through the features provided, there are many advantages that can be obtained when using this application. Here are the advantages and disadvantages of the InShot application (Nur Magfirah, Poppy Febriana, Evie Destiana, 2020).

The advantage of inshot is that it is easy to get because it is currently accessible on the playstore, so one just has to download the inshot application. Second, the use of the inshot application is free at no cost. Third, you can use the premium inshot application or you can subscribe monthly. Fourth, the application continues to be refreshed/updated like the latest highlights in inshot. Fifth, complete resources and elements ranging from features, changes, stickers, realistic clips, and music. Sixth, it is as simple to work as converting a simple video with a direct job evaluation view for beginners. Seventh, it is not difficult to convey it anywhere and change it whenever we need it because the inshot application can be downloaded using android. Eighth, we change the quality of the videos, because we can fulfill the desired video goals so we will not lose to someone who is proficient in changing or editing a video.

The drawback in the first inshot application is that the screen on the application is small like the screen on a smartphone, it's different if we use it on a PC or laptop, so it's difficult for us to make edits. Second, there are many ads that appear because this application is free so it requires quota to be able to see it. If we want to use the

application without ads then we have to use the premium version of the application so as not to be disturbed during video editing, using less time allocation.

The means that we can do in increasing the motivation of student learning outcomes is that we can take advantage of this innovative and creative inshot application so that students are not tired/bored in the online learning process and learn to be more enthusiastic in learning. In utilizing the inshot application, it is actually in a pandemic period which is carried out online, if the current pandemic does not exist, then educators do not need to use the inshot application as a learning medium to clarify the material. This inshot application is downloaded on playstore and every teacher/educator can download it on android/smartphone therefore can use this application and make changes are adults, and elementary school level children can't see how to make changes unless they like now have previously learned how to use this inshot application. Despite the fact that the methods involved in making these videos are difficult however, the teacher should have the option of making use of the app. By using this application, teachers/educators find this inshot application with music, features, channels, stickers and much more in changing the learning videos that will be delivered to their students (Novi Puspasari, Dhea Andini Fajriani, Anisa Mutiara Rahmah, Neng Yanti Yuniar, 2021).

By utilizing the inshot application to handle the material that will be provided by the teacher/educator to the students/students in the form of animated videos that can facilitate work and absorption of information efficiently and effectively in accordance with the delivery of materials that have been completed which can be interesting and not tiring to be listened to by students. This inshot application is an application that is very well planned in helping android/smartphones to convert or edit a standard video recording into an extraordinary and more interesting video recording without any limits from there so that so many people like and are interested in utilizing and using the application. the.

In making the video we want, we have to focus and be more thorough so that we focus only on smartphones and also have to find the most fun place to edit a learning video. What we really wanted to know a lot of people are able to convert videos but the side effect of everyone being there what's important is, some are capable of converting and they often change a substance on youtube it's someone who is now able to consistently use the app change the video, and there's also what we see video results that don't match is, in the assembly it shows no restraint to the quick results being prepared and pursuing the goal we can have the effect of video consequences of the capable and the incapable, and the only ready and very unique. So next we want to help in addition to making this video (Andhini, 2017). There are some educators indeed, in fact almost every one of them asks when the instructions for making recordings change, utilize highlights, music and others. Because the instructor's routine is to use the kinemaster application for public authorities, online conversations at home have not been established because it is one of the online transportation of sample materials, many people find complete internet learning at home a hassle.

Considering the consequences of the perceptions made, the teacher has: looks ready and makes the learning media as an example recording sent from whatsapp. Learning videos are made with material to be contemplated. However, assuming the instructor does not make a learning recording, then, at that time, the instructor will still look for other recordings on YouTube that match the material to be instructed (Korelasi & Product, 2020). Generally the instructor will send a connection to the learning video



to the whatsapp group before the example is complete. This is done in such a way that students can concentrate on the video before learning occurs. Considering the consequences of the perception of e-getting the learning process is complete, of course, what is important is that the learning system is completed on the web and uses media from distance learning such as whatsapp, video learning and madrasa e-learning as a correspondence liaison. Contains material and clarification of material in a teaching material, usually educators send videos according to their respective subjects and towards the end of the video there are assignments and directions about the most proficient method for various kinds. Assignments are written in a review book and then a subsequent shot is sent from the subject educator. In addition, there is also a practical effort, where students save and then record and collect via WhatsApp and send directly to educators (Firmansyah et al., 2021).

The Inshot application, in addition to having the right use of strategies and methods, can be used as a smart learning medium in learning and instructing. With the different elements and the simplicity of the activity, then, at that time, the use of the inshot application can be run in all learnings. To find out the feasibility of the inshot application in developing further learning, it is important to carry out further examination. inshot application can be used as a successful learning media. First, the inshot application meets the adaptation needs of the instructing member. Inshot applications really attract students' interest in considering their up-to-dateness, moreover they have many features that can be implemented in learning. Moreover, the last inshot application is identical with the progress of development and experience and attributes of students, which are added to and close to the world of computers, especially tools (Taubah, 2020).

Utilization of Google Apps, Inshoot, and Canva in Online Learning. Research reveals that Google Apps, Ishot and Canva are strong in achieving instructive goals, students can become more dynamic in school because of an engaging media. More powerful as far as the implementation of online talks which include: cost, effort and time, because the application is not difficult to get and download because of its small size, consequently saving costs. This application is also simple to work that does not consume energy.

As for the tutorial in using the inshot application, the first thing we need to do is as follows: 1. Open the inshot application on your smartphone, 2. After that, three options will appear, namely; videos, photos, and collages, there are also divisions, namely a. Video, used to change videos, cut videos, merge videos, add music, add stickers, add effects and much more, b. Photos, used to edit photos, give frames to photos, add filters to photos, add stickers, trim or crop photos and much more, c. Collage, used to combine one photo with another photo, can be 2 or more photos with the desired arrangement., 3. How to edit videos, select videos, 4. After that a gallery will appear that saves your videos. (If prompted to allow access, select ok or yes). You can select more than one video. Select the video you want to edit, 5. Select the video to be edited by touching the green check mark at the bottom right, 6. Next, a display like the one below will appear, 7. You can add the next video by pressing the orange + icon on the bottom left. After being touched it will appear as below, 8. Select a video/photo. Then re-select your photo or video as before, 9. Then we can add a logo by selecting the sticker icon, 10. Next, a display like the one below will appear. Select the second icon from the left, 11. Your gallery will appear, then select the desired image/logo (we select the music logo), 12. After that it will appear as below, 13. We can move the image

position as desired and also can put an image in the middle then, a display will appear as below, 14. We can also add a label for the name, 15. We can also type the text we want to write. It can be the name and identity / origin of PCM / PRM, 16. Then it will appear as below, 17. After all the writing, video and logo are complete. Then save the video that we have edited by touching the save text on the top right. Then select save, 18. We can choose the size of the storage we want, 19. If we touch adjust, then we can enter the resolution as desired. The smallest resolution is 120P and the largest is 1088P, 20. After pressing ok. The video will be saved automatically, the saving progress will be out which rotates the percentage, at the top, 21. Finally the video will be saved automatically into our gallery.

In the results of the tutorial on how to use the main inshot video application, the procedure for the menu in the InShot application is given, an instrument tutorial that is used without a moment's delay in practicing to turn the video into a more interesting video. What is taught in this main instructional exercise is: Create another attempt, select and embed a video file into the project, change the position of the video recording, change the angle proportions, change the video filter, add text to the video, add sound rendering and audio cues, change the image with depictions, add text and motion consequences for text, impact progress, add shadow channels for general video evaluation, and exporting videos (Jeklin, 2016).

## **CONCLUSION**

In connection with the use of the inshot application as a learning video converter application in each subject. That it can be concluded from the Inshot application every time it is used as a video converter application for educators, it is suggested because the setup system is simple and reasonable, and free, unpaid and above all very light, especially for android/smartphone users whose memory is limited. Lighter conveyances for children are more relaxed in setting up recordings discovering what is being played and being able to understand significant major issues and at the same time showing verbally depicted photos. Then, at that time, the Inshot application in studying video changes in subjects was highly recommended to be downloaded by the teacher because it was simple and powerful every time it was used by the teacher.

Based on these results, it can be said that this Inshhot application-based learning media is really feasible to use in learning. Its use is very interesting, in the learning situation in the midst of the current Covid-19 pandemic, the media that is made is very precise and makes it easier for teachers and students to complete the learning framework. The use of learning-based media. Sound visuals using the inshot application, with this medium also provide another smoothness in the constant learning process in the course.

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