UNIVERSITAS
MUHAMMADIYAH
SIDOARJO

UMSIDA
DARI SINI PENCERAHAN BERSEMI

Interactive Moving Maps

Oleh:
Mustika Itsna Finurika
Ermawati Zulikhatin Nuroh
Progam Studi Pendidikan Bahasa Inggris
Universitas Muhammadiyah Sidoarjo
Januari, 2025

Abstract

Interactive Maps is a learning media used for junior high school students with attractive designs and images. With attractive designs and images on the interactive map display, it can provide innovation and education to students to be more interactive when learning and practice their speaking skills in front of the class. The interactive maps display this time is different from other interactive maps displays, namely with a combination of stick puppets in the form of images of small cars that can be moved. Not only that, the highway images on the interactive moving maps are made with holes so that the stick puppets in the form of small cars can be used. moved by hand via the back of the interactive moving maps. This Interactive Moving Maps contains a complete map with street names and building names in English. Implementation of Interactive Moving Maps for students can be used for learning about students' speaking skills.

Keywords – Interactive Moving Map; Design; Learning Media

Product Description

Interactive maps are a medium that can be used in the learning process because they are simple connections that show cause and effect or diagrams that help visualize goals and strategies to achieve them [1].

With various sizes, this media is a visual learning medium [2]. Some are big and some are small [3]. Some are in color, some are only black and white, and the media consists of pictures of location plans or buildings of various shapes, as well as pictures of highways and street names [4]. This gets students interested in learning and is a way to encourage them to engage in learning using interactive maps [5]

Interactive maps with good pictures will really help children learn to speak [6]. This is because the ability to speak refers to the act of expressing thoughts, ideas, and feelings using audible symbols or visible bodily actions so that we [7]. This interactive map is designed to be as attractive as possible, with a stick puppet display that can be moved [8]. This map functions as a learning medium for students and helps teachers be more creative in designing their own learning media, so that students don't get bored during the lesson because of the monotonous learning model [9]. As a result, teachers can create interactive moving maps independently [10].

Product Content

- There are several displays produced in this interactive moving map, such as the display section, which uses map images, complete with images of highways and buildings, as well as the names of buildings and street names on the highway, and then the use of contrasting colors. and bright, don't forget the title on top of the display media used, as well as on the card in a white envelope at the back of the display, which is made colorful, which then contains instructions on how to get to the destination building using English, then on the back right there are instructions. How do you follow the stages in using interactive moving maps, which of course uses English too, so apart from students being able to speak English fluently, they also have to be able to understand the text content of the instruction cards and also from the labels on how to or stages in using this interactive moving maps.
- The title section of the display uses printed paper, in the demonstration section before the printing process, the images of buildings and roads are arranged and shaped according to creativity using the Canva application then printed using A3 sized poster paper and stick it on styrofoam to make it sturdier. The stick puppet uses small pieces of wood, and there is also a puppet shaped and depicted like a car. The last is instruction card section contained in the envelope and the explanation placed at the back of the display contain information about how to use this media and are made using buffalo paper to make it stronger by using different colors to make it more attractive.

The Interactive Moving Map design can be seen as follows:

Figure 1. Interactive Moving Map seen from the front

Figure 2. Interactive Moving Map seen from the back

Figure 3. note about how to use this media

Figure 4. Car Stick Puppets

Figure 5 and 6. Car Stick Puppets if plugged into the display

•

Figure 7. Envelope which contains instruction cards

Figure 8. Istruction cards

Referensi

- [1] K. E. N. Bambut, K. Ware, M. Y. Y. Sirila, and S. S. N. D. Tiring, "Project Based Practicum Student Worksheet on Buffer Solution Material," *JTK (Jurnal Tadris Kim.*, vol. 8, no. 2, pp. 209–219, 2023, doi: 10.15575/jtk.v8i2.24737.
- [2] V. Aulia, "Language Laboratory Management to Support Technology-Based Foreign Language Instruction," *JEELS (Journal English Educ. Linguist. Stud.*, vol. 3, no. 2, pp. 181–196, 2022, doi: 10.30762/jeels.v3i2.212.
- [3] D. Lestari, K. S. Perbowo, R. Rakhmawati, and S. Ulfah, "MARGINAL REGIONS MATHEMATICS TEACHERS' PERCEPTION OF THE USE OF MANIPULATIVE TOOLS," *Kalamatika*, vol. 6, no. 2, 2021, doi: 10.22236/KALAMATIKA.vol6no2.2021pp143-156.
- [4] A. J. M. Neto, S. C. C. Sayco, and Y. Yulita, "Development of Wordless Comic Media For Learning Speaking Class V Primary School Students," *Tekno - Pedagog.*, vol. 14, no. 1, 2024, doi: 10.22437/teknopedagogi.v14i1.32547.
- [5] M. Misdalina, N. Kesumawati, and S. Y. Astari, "Development of Social Arithmetic Teaching Materials Using IT-Based PMRI Approach for SMP Students," *J. Pendidik. Mat.*, vol. 15, no. 2, pp. 191–202, 2021, doi: 10.22342/jpm.15.2.13022.191-202.
- [6] A. Mustadi, I. Maryani, M. N. Wangid, N. N. Husna, and R. Vahechart, "Learning Difficulties of the 5th Grade Elementary School Students in Learning Human and Animal Body Organs," *J. Pendidik. IPA Indones.*, vol. 7, no. 1, pp. 96–105, 2018, doi: 10.15294/jpii.v7i1.11269.
- [7] H. J. Park, W. Chang, and Y. Kim, "Examination of medical students' opinions on multimedia learning materials according to social cues: focusing on sound principles," *Korean J. Med. Educ.*, vol. 36, no. 1, pp. 105–110, 2024, doi: 10.3946/kjme.2024.288.
- [8] A. P. Saubari and I. G. W. Sudatha, "Interactive Learning Multimedia Based on Problem-Based Learning Models in Fifth-Grade Science Content," *J. Educ. Technol.*, vol. 7, no. 1, 2023, doi: 10.23887/jet.v7i1.57354.
- [9] K. Komarudin, L. Puspita, and S. Suherman, "DEVELOPMENT OF STEM-BASED DIGITAL POCKETBOOK ON SPLDV MATERIAL USING THE ADDIE MODEL: APPLICATION IN ONLINE LEARNING ENVIRONMENTS," *Prima J. Pendidik. Mat.*, vol. 8, no. 2, pp. 224–235, 2024, doi: 10.31000/prima.v8i2.9345.


UMSIDA
DARI SINI PENCERAHAN BERSEMI