

Implementation of Ibis Paint X Application in Increasing Students' Interest in Learning Cultural Arts Subjects

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ARTICLE INFORMATION	ABSTRACT
Article History: Received, 25-08-2024 Accepted, 09-10-2024 Published, 07-12-2024	<i>This study aims to determine how the implementation of the use of the Ibis Paint X application in increasing student interest in cultural arts subjects at SMP Buduran 1 Sidoarjo. along with technological developments, the use of digital media in learning is increasingly needed, especially in subjects that require visual creativity such as cultural arts. The method used in this research is to use a qualitative approach with data collection techniques using observation, interviews with cultural arts teachers and documentation. The results of this study (1) that the use of the Ibis Paint X application in cultural arts subjects is needed during practicum and demonstration learning such as the practice of making sketches of images in fine arts learning. (2) with this learning media, students are more able to learn new skills. (3) Practical learning by utilizing this application platform greatly affects students' enthusiasm and enthusiasm for learning. With this application, it is very helpful for the implementation of practicum learning and is the most effective alternative in learning cultural arts.</i>
Keywords: <i>Ibis Paint X Application; Cultural Arts</i>	

INTRODUCTION

In today's digital era, information and communication technology has become an important educational support tool in various aspects of education. The use of technology at this time provides considerable changes, including in the world of education (Noor, 2024). One of the innovations in the use of technology in education is the use of an application to support the learning process. Especially in cultural arts lessons.

Art education can be divided into three main orientations. First, there is an orientation that focuses on the subject matter or content of art lessons, which prioritizes in-depth understanding of art materials, including knowledge, creation, appreciation, and art criticism. Furthermore, the second orientation is one that emphasizes on learners, aiming to meet children's self-actualization needs by developing their potential and talents, which are expected to encourage their creativity (Pratiwinindya, 2019). There is a community needs-based orientation, which links art education to the social and cultural context, thus creating a more relevant relationship between art and community life. Through these three orientations, art education is expected to provide a comprehensive experience for students, both in terms of material mastery and self-development.

Ibis Paint X is a digital application that is very useful for drawing and design activities, as expressed by (Farkhatun et al., 2021). This application can be accessed on various devices, both computers and smartphones that facilitate the learning process. In the context of cultural arts learning, the Ibis Paint X application is one of the digital applications that can be used in drawing activities and to introduce basic art concepts, such as various compositions, colors, and drawing techniques. The teacher involved can design tasks that encourage students to apply these concepts in digital works using this Ibis Paint X application. In this way, students not only learn about art theory, but also gain more in-depth practical experience in a more fun way (Candra & Pratiwinindya, 2023).

SMPN 1 Buduran Sidoarjo is an educational institution that is ready to keep up with technological developments and advances, one of the junior high schools that consistently wants to improve the quality and quality of education by utilizing technology. Utilizing Ibis Paint media is needed to assist teachers in improving the learning process. Students are more excited when learning the form of practice than the theory of learning in the classroom, through application with Ibis Paint X application media in increasing student interest in learning, especially in cultural arts subjects.

Based on observations at SMP Negeri Buduran 1 Sidoarjo, the majority of students already have smartphones, although some class teachers have implemented rules that cannot use cellphones during the learning process, it is unfortunate that students use smartphones only as a means of entertainment, taking into account these conditions it would be more appropriate if the use of smartphones is diverted into a means of supporting learning resources that offer many supporting applications that can be used to support the learning process.

However, in terms of learning methods, cultural arts teachers usually teach students in an old-fashioned way such as lecture and practice methods that tend to be uniform from time to time. However, the use of digital applications such as Ibis Paint X is quite helpful for students in learning cultural arts and utilizing the fun activities of digital-based cultural arts learning. So that the use of digital applications such as Ibis Paint X can increase students' learning interest in cultural arts subjects. The use of technology also in art education is not widely practiced in the present, especially in the secondary level of education. Most of the use of technology in the field of art is used by students with vocational education or university students. Research related to the implementation of technology, especially in the Ibis Paint X application in order to increase students' interest in learning at the secondary education level has not been widely carried out. Thus, this study seeks to analyze how the implementation of Ibis Paint X and its impact on student interest in learning, especially in cultural arts subjects. The purpose of this research is to identify how the implementation of learning using the Ibis Paint X application is carried out.

Based on this, the implementation of using the Ibis Paint X application in increasing student interest in learning at SMP Buduran 1 Sidoarjo is the right step to encourage students to be more creative and train students to be able to adapt to technological developments. This application is expected to be an effective learning tool for students.

METHOD

This research uses a qualitative method with a case study approach model. Case study is a research method that focuses on in-depth exploration of a limited system or a particular case, as well as several other cases, by extracting detailed data. This research involves various sources of information that are rich in context to obtain comprehensive data. (Creswell, 2015). The selection of participants in the study was carried out using a purposive technique, where

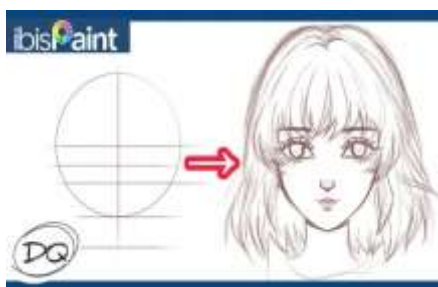
the researcher chose individuals and locations that were relevant to understanding the main issues to be studied. This selection was adjusted to the research objectives so that the results obtained were more accurate and significant. (Herdiansyah, 2012). In the data collection process, the researcher utilized interview, observation, and document analysis techniques to support the reliability and depth of the information collected. The interview was conducted with the cultural arts teacher of SMPN 1 Buduran while the secondary data was obtained from the collection of instrument documentation and direct field observations.

RESULTS AND DISCUSSION

Implementasi Ibis Paint X dalam Pembelajaran Seni Budaya

The results of this study indicate that the use of the Ibis Paint X application in learning cultural arts. based on the results of interviews with class teachers at SMPN 1 Buduran stated that the learning method using the Ibis Paint X application media has a positive impact on student learning motivation in increasing student interest in learning, according to one of the teachers who applied learning media using this application in his subject Mrs. Nuriyah who is a cultural arts subject teacher revealed that learning based on the Ibis Paint application is needed by students in this era and when learning practicum geometric patterns, With the tools and features available in the application students can easily create digital artwork. The Ibis Paint X application is an alternative learning solution in the field of fine arts made to enjoy images and develop fine arts skills by utilizing features such as layering, effects and various drawing tools students are taught how to sketch, add colors and use the various visual effects offered by the application. According to information from Mrs. Nuriyah as a cultural arts teacher, students when learning using smartphones are very enthusiastic and enthusiastic and are more active when practicum learning is carried out, this is due to the rules applied by each class teacher not to use smartphones during class except during practicum learning.

This application can be downloaded for free via playstore. ibis paint presents a variety of features needed such as illustrations, screen tone functions that can be drawn or glued, frame separators, text input with various font types and a choice of brushes and rulers to create linework effects in this application there is also a sns feature this feature contains drawing techniques from videos making it easier for users to find out drawing techniques correctly (Chusniah & Setianingsih, 2019).



Gambar 1. pembuatan pola geometri
Sumber : ibispaint.com



gambar 2. pola geometri gambar manusia

The image describes the geometric patterns in the human image generated through the Ibis Paint application, illustrating how the use of technology in art learning can increase student engagement.

Adjustment of Teaching Materials with the Use of Applications

In learning geometric patterns requires students to use the application so that the need for Ibis Paint media as a support in learning cultural arts. This application allows students to draw and visualize geometric patterns directly so that the material taught can be delivered in a more interesting way. With existing features such as layering and a wide selection of drawing tools students can more easily explore. The customization of this teaching material enriches the learning experience. In terms of instructional objectives, learning media acts as a link in the learning process to increase effectiveness and efficiency in achieving learning objectives. This is also in line with the theory of constructivism which states that learning is an active process where students build new knowledge based on their experiences where the use of the Ibis Paint application encourages students to actively engage in the learning process and build their own experiences (Fitriani et al., 2020).

Geometry in everyday life is used by various professions such as scientists, architects, artists, engineers, and housing developers (Surani et al., 2022). Every day geometry is applied in various activities such as designing a house, garden, or decoration. From a mathematical perspective, geometry offers various methods to solve problems, such as the use of drawings, diagrams, coordinate systems, vectors, and transformations. In addition, geometry also serves as an environment for studying mathematical structures (Van De Walle 1990:269). on the use of applications such as Ibis Paint can help students in understanding geometry concepts through visualization and direct interaction.

Teaching Methods in Cultural Arts Learning

Based on the results of interviews with cultural arts teachers at SMP Buduran 1 Sidoarjo, it is proven that practice-based learning is successful in attracting students' attention. Most of the students tend to feel bored when learning is only in the form of theory and material, therefore in learning cultural arts the art teacher decided to increase the number of practice sessions compared to theory.

In its implementation, the teacher only provides theoretical explanation or material for fifteen minutes and after that the main focus switches to project-based learning or practice, where students can directly engage in creative activities. This approach not only increases students' interest but also gives them the opportunity to apply the concepts they have learned directly. Students become more active, collaborate in practicum learning and can express their ideas which is overall a more dynamic learning. with this method teachers succeed in creating a more interactive learning environment. Students' abilities can be seen after they understand a lesson (Mølsted & Karseth, 2016). Practical learning methods are considered more effective in learning that requires them to realize the theory learned directly (Suin & Istanti, 2019). Based on this research that practical methods in learning are superior in improving students' skills and understanding compared to only theory, in the context of cultural arts learning the use of applications such as Ibis Paint can expand students' learning experience, students directly apply the theory they have learned through creative activities thus students become more enthusiastically involved and able to express their ideas visually.

From previous research conducted by Yovita Diva in 2023 on art learning, it was found that the average score of students in practical learning was higher than learning that was just a lecture, so for students the practice method is an effective learning method, with the practice method students more easily capture the material because it is practiced directly the theory that has been obtained (Hapsari et al., 2023).

Increasing Student Learning Interest in Cultural Arts Subjects with the Use of Ibis Paint X Application

The use of the Ibis Paint X application in cultural arts subjects can significantly increase student learning interest. The Ibis Paint X application is indeed known as a design application that offers a variety of the best features, such as the use of various brushes, layers, visual effects and various colors (Suryani, 2024). In addition, this application is also easily accessible via cellphone so as to facilitate access and provide comfort to students who use it and in its use as a learning medium.

Based on the results of interviews stating that students have tended to feel bored if learning only with theory. Therefore, cultural arts teachers at SMPN 1 Buduran use creative initiatives in utilizing digital applications as learning media. In this case Ibis Paint X is one of the choices of teachers in its utilization in cultural arts learning subjects. Cultural arts teachers at SMPN 1 Buduran stated that students directly feel more interested when the practice time takes place.

The use of the Ibis Paint X application in cultural arts learning practices increases students' interest in learning, this can be seen from how enthusiastic students are when the practice takes place. In this case, the cultural arts teacher at SMPN 1 Buduran explained, usually cultural arts practice frees students to find inspiration for images and then practice them in the use of the Ibis Paint X application. For example, when the material about texture takes place, the teacher assigns students to sketch textures in the Ibis Paint X application with themes in the school environment. Likewise with material about sketching and so on.

The use of the Ibis Paint X digital application can increase student interest in learning, especially at SMPN 1 Buduran. From what students initially felt bored when the learning material took place, changed to high enthusiasm when practical tasks were carried out using this application. According to students, this is one of their steps to voice their freedom in terms of cultural arts. This freedom can also increase student creativity. High interest in learning will make students feel more creative so that the resulting artwork becomes more neat. (Noor, 2024).

In addition to encouraging the exploration of artistic creativity in students, the use of the Ibis Paint X application also strengthens the understanding of art and cultural concepts through hands-on practice for students. Each challenge in the practical task will make students feel more interested and can also motivate students to actively participate in the implementation of the task. For example, in the practice task of sketching the environment, students will explore the environment around the school and apply it in the use of the application. Exploration of the surroundings also makes students feel more energetic compared to sitting quietly listening to the teacher's lecture in class during the delivery of material.

Therefore, the use of digital design applications such as Ibis Paint X can increase students' interest in learning in its implementation so that students who previously felt bored, were more enthusiastic in learning design, especially in cultural arts subjects which are indeed very related to beautiful and beautiful designs. Thus, the use of Ibis Paint X application is not only a tool in learning cultural arts, but also as a tool that supports students' holistic development, creates higher learning interest and enriches their educational experience.

CONCLUSION

What researchers can conclude from this research is that the use of Ibis Paint X application in increasing students' interest in learning, especially in cultural arts learning at SMPN 1 Buduran has a positive impact on students' motivation and interest in learning. Through interviews with the cultural arts teacher, Mrs. Nuriyah, it was revealed that students

were more enthusiastic and active when involved in practices using the application. The advanced features of Ibis Paint X, such as layering, visual effects, and various drawing tools, provide opportunities for students to create digital artworks in a more interesting and interactive way.

In the context of learning geometry, the app not only helps students visualize mathematical concepts, but also supports a more fun and creative learning experience. The learning approach in cultural arts subjects based on the interview results is practice-oriented, where students do more active creative activities rather than just listening to theories and materials, this has proven to be more effective in attracting students' attention and strengthening their understanding. Therefore, the use of the Ibis Paint X application in practice in cultural arts subjects is proven to increase student interest in learning.

Suggestions that can be given by researchers to schools are that schools should adopt more technology such as Ibis Paint X in cultural arts learning. Not only in cultural arts lessons, the use of other digital applications in other subjects can also be used. The use of digital applications can provide a practically fun solution in the learning process. Teachers should also provide more space for students to explore and create with the help of digital technology, which can make learning, especially in this case cultural arts subjects, more relevant in this digital era.

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