Utilization of Kinemaster Apps as Learning Tool in English Language Learning in the New Normal

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Abstract:
The study's goals are to 1) analyze the capacity to integrate online learning with multimedia usage, and 2) identify the challenges. To teach participants how to use Kinemaster to create multimedia teaching materials. A qualitative descriptive strategy is used by researchers. Survey participants were people interested in studying English education. Sixty-five percent of respondents always use multimedia, twenty-five percent sometimes use multimedia, and fifteen percent seldom use multimedia. A total of 50 percent of students have problems organizing their courses, 25 percent have difficulty managing their time, and 25 percent use the software. There are also issues with networking (42.9 percent), application systems (42.9 percent), as well as electrical energy sources (42.9 percent) (14.3 percent). 62.5 percent of respondents have used the kinemaster application to create multimedia-based learning materials, compared to 38.7% who have not. It was deemed straightforward by 62.5 percent of respondents, yet just 38.7 percent of those polled encountered difficulty. 50% of respondents said that Kinemaster aided their learning, 12.5% said that they weren't benefited, In addition, 38.7 percent of those polled said it was normal.

Keywords: Online English Learning, Editing Software

1. INTRODUCTION

The global society is being forced to define life's significance, the reason for education, and the essence of mankind because of the Covid-19 epidemic. People have been obliged to live in environments with a lot of activity, labor nonstop, and chase economic development objectives in a competitive system up to this point. However, Coronavirus Transmission, which has turned into themain issue for modern humans, pushes us to take a breath, step back from them, and take a hard look at our life, our family, and our surroundings.

To find out what we want out of life, we must halt. Indonesia has considerable challenges with Covid-19. Out of all the increasingly difficult components, I concentrate on the educational component that must be addressed. Finding a solution that permits students to study while adhering to health requirements has been a major focus of the research team. Distancing yourself from the epidemic is necessary to stop the spread of Covid-19 (keeping a physical separation). Coronavirus is being slowed down, this method is used.

After the National Examination was abolished this year, the Education and

Culture Ministry implemented a study-at-home strategy through online education (Putra, et al., 2020). Concerns about internet network frame, software and hardware, exist on both sides of the classroom as educators and students try to execute the government's Learning from Home program. The free Android and iOS app Kinemaster is a good example of an application that can easily create instructive content. 2021 (Pradipta and colleagues, 2021)

Lessons learned and issues encountered by PPL participants in offering multimedia-based learning are the key aims of this research. Participants in PPL may utilize Kinemaster to create multimedia-based learning materials.

1.   Kinemaster

KineMaster is an Android and iOS mobile software that enables users to enhance the quality of their videos. Founded by NexStreaming, a multinational firm located in Seoul, South Korea, KineMaster has offices across the world. In the year 2021, (Pradipta and colleagues, 2021)

A. Interface

Users of KineMaster appear to have a unique perspective on interface design from the developers. The upshot is that instead of wasting time and resources on interfaces that aren't necessary, developers focus on features and tools that are. Make no mistake about it, the KineMaster application has a very minimalistic look to it when you first open it, with only four buttons and a large image as a background.

Picture 1. Showcase of Kinemaster

The round red button is the key to unlocking KineMaster's genuine "inner beauty."

Create a new project and view all the video editing tools you'll need by clicking this button. The remaining three buttons are for settings, help, and store. Many other resources, such as audio files, may be downloaded later to assist with present activities. It is also important to note that when you initially open KineMaster, it will place you in landscape mode, even if you go to the preferences panel. Makmuroh (2021) spelled backwards

B. KineMaster Features

1. Project Assistant
By clicking this link, you may create a new project and explore all video editing options. The others are settings, assistance,

and store. Resources such as music may be downloaded later to assist with current tasks. It's also worth noting that KineMaster defaults to landscape mode when initially launched, even if you change the settings. Mammuroh (2021).

2. Multiple Media Support
It has so far proven possible for KineMaster to accept most videos taken with a mobile phone. You can play media from either internal or external storage, but KineMaster makes it easy. Material is organized into folders and three extra folders: Cloud Storage, Background, and Favorite. The rest of the data is stored in folders on the device. It'll be 2020 before we see Sutarno (2020).

2. Theme

Basic, On-Stage, Serenity, and Travel are just a few of the themes available to novice users of KineMaster.

3. Text

You may now add text to your videos with KineMaster. Color and kind of text may be selected for each phrase to tailor it to the user's tastes, as well as an opening and an ending. To put it another way, (Darsih and Asikin 2020) "

4. Audio

An application like KineMaster is incomplete without accompanying music. A greater choice of alternatives allows consumers to pick the source that best matches their needs, which sets KineMaster apart from its competitors. In addition to music and SFX materials, the shop includes recordings, songs, albums, artists, categories, and extra menu folders when a local device reference is provided. It also lets you customize the background music volume, video start/stop time, and even the length of a picture content type. Wahyuni and Nisak mention (2021)

5. Full-featured Editing Software

In this sector, KineMaster's current capabilities will be revealed. As soon as you've imported your video and selected your audio, you'll be able to combine all your edits together in the main editing window. Quite a bit is happening throughout this period. It took me around 30 minutes the first time I went here to figure out how everything worked and what each button performed. Kim and Kang, (2021)

Picture 7. Full-featured Editing Software

As a result, various characteristics are discovered. This will only generate a comprehensive list of phrases that it recognizes to make things simpler. The original language may be different.

1. Multiple layer support	9. Trimming
2. Voice over	10. Split
3. Playback	11. Rotate
4. Sharing	12. Records from cameras and camcorders
5. Cut, Copy, Crop	13. Drag and Drop
6. Color filters	14. Capture Frame
7. Color adjustment	15. Duplicate
8. Vignette	16. Undo/redo

KineMaster may be difficult for young individuals, who are prone to forming hasty judgements, to appreciate in the first few minutes. When I tried KineMaster for the first time, I was able to acquire a strong, rigid sensation. It was gone when I accessed the main editing window, however. When it comes to the KineMaster UI, It would be fantastic if the designer could give it a remodeling. It's important that the main interface be nice while yet being able to be customized. Because of my abilities, I'm comfortable working with KineMaster. Using it on the Redmi 5A, the download size was only 25MB, and the performance was excellent. It's (Arroba Muoz, 2018)

C. Sparks
1. Compact file size
2. High-quality output
3. Extensive capabilities
4. For beginning users, the Project Assistant tool is handy

D. Slacks
1. It seems that the interface is rigid.
2. Text size is difficult to change.
3. Selecting a video file from a single media source is challenging.
4. The Project Assistant type lacks a back button, which might confuse you if you go back to a previous step.

Teaching resources with a multimedia component
Text, music, images, videos, and other types of animation are all examples of instructional resources. Instructional resources may be utilized in many ways to help students learn. In addition, teaching materials are said to serve as (1) a guide for instructors who will straight their accomplishments in the educationprocedure, (2) a set of instructions for students who want to make sure they're on track during the learning process, and (3) a tool for assessing the learner's competence (Abdulrahaman et al., 2020)

Among these are clippings from newspapers, magazines and television shows; soap operas; commercials; and news articles. To be effective as a teaching tool, it must be combined with specific learning objectives. There are educational resources that are designed to help students learn. There are three main types of instructional materials: presentation materials, reference resources, and independent study resources. Handouts and modules (in addition to audio and video recordings) are examples of printed instructional materials that may be used to educate students (Kononets et al., 2021)

ICT technologies may be used to build and produce multimedia-based instructional materials that can be used to process data in various ways to deliver quality information, such as acquiring, compiling, and storing. This judgment, like the preceding one, confirms that audio-visual teaching materials constitute one sort of teaching material. (Ojelade et al., 2020). ICT-based teaching resources include the following characteristics: Learning environments may be made more attractive by employing multimedia technology and electronic technologies to link instructors/educators and their students/students, students/students, and their teachers. (a) Use self-contained instructional resources that can be accessed at any time and from any place; (b) Use interactive data exchange (information sharing) (Fadhilah et al., 2021). Here are some benefits of employing ICT-based instructional tools. The inclusion of risky or difficult-to-find teaching materials, fostering engagement, display objects that are invisible to the naked eye.

Learning through the web (E-Learning)

Thislearning using computers or the internet is termed "e-learning." E-learning is a handy alternative to conventional classroom education since it allows students to study from home. It is a new way of education and learning using an electronic technology. E-learning is inevitable as ICT advances. E-learning participants do not have to sit exactly in a schoolroom and listen to every discussion of an instructor. The ease with which e-learning reduces the amount of work necessary to finish a study program or educational course. (Satyawan et al, 2021)

Because the phrase "e-learning" has such a broad connotation, several specialists define the concept of e-learning from diverse perspectives. Among them are the following:

1. E-learning in which students get instructional materials through the internet, other computer network media, or other means.

2. Internet, computer networks, and personal computers are used to enhance teaching and learning in e-learning.

3. As long as you have a computer and an Internet connection, you may take courses from the comfort of your own home.

4. The term "e-learning" is typically used to refer to a kind of online education that is delivered over a computer network, whether it be private or public.

5. Computer technology, computer networks, and the internet are all used in e-learning to provide remote education. (Pazuira and colleagues, 2021)

E-learning Components

1. Computers, networks, the internet, and multimedia equipment are all part of e-learning infrastructure.

2. Teaching and learning operations are virtualized using e-learning applications and platforms. Do you have a system in place for administering classes, creating lesson plans, creating discussion forums, creating report cards, or administering online tests?

3. The e-learning system's instructional materials and content (learning management system). You may use multimedia-based (interactive multimedia) or static text-based (text like in regular textbooks) content and instructional resources for learning. (Rabiman and colleagues, 2020)

Online Learning Resources

When pursuing an online education program, you may come across materials such as:

1. E-Books;
2. Journal;
3. Videos;
4. recordings of lectures;
5. Quizzes;
6. Discussion forum
7. Live question and answer session;
8. Interview

According on the university you attend, the online resources accessible to you for your degree program may differ. However, as eBooks and online delivery alternatives

grow more widespread, pre-ordering physical textbooks is becoming less frequent in online learning programs. Some universities expect students to study entirely online, eliminating the need to go to lectures, assessments, or live debates. 2021 - (Peimaini and Kamalipour 2021)

a. E-books, textbooks, and journals

When you're learning online, you'll be expected to utilize this written material. Spend as much time as is required learning about and understanding the topics in the literature, either by following the reading list provided in each class or by seeking out the advice of your instructor. Most importantly, these media (especially eBooks) are totally convenient, allowing you to learn from your computer, smartphone, or ipadeverywhere you go.

b. Audio recordings of lectures

Lectures are common in both online and classroom learning because they allow students to quickly absorb vast volumes of material. You may take courses whenever and wherever you choose with online learning as long as you have access to the essential learning tools (Ly et al., 2021)

c. Participatory session

One of the most difficult tasks for online educators is to replicate traditional classroom interactions and conversations. Interacting with other students and instructors is common in online degree programs.

d. What Methods Will Be Used to Deliver Online Learning?

Online students often demand content through email or other social media sites. Online learning platforms like Zoom, Google Classroom, and Edmodo are often used by teachers. Regardless of the software used, most learning systems offer a single online platform that students may access by computer, mobile device, or tablet. One of the key advantages of using a fully hosted online resource is flexibility. You get unrestricted access to course materials and assignments as an online student. This allows you to balance your study with work, family, and other

obligations. De facto, it implies that students who wish to work while studying may. Maqableh and Aliah (2021) had been friends for a long time.

e. How Do You Evaluate Online Learning?

Their understanding of the course/learning material will be tested often throughout their study time. People who have never taken an online class may find this method frightening. You needn't worry, however; online schools are staffed with knowledgeable professionals who will guarantee that your evaluation is accurate, pleasant, and aimed toward helping you get the most out of your education. Examinations, tests, and other types of assessment and evaluation are frequently already available on the website. Hollin et al (2020)

f. Individual Project

It's safe to assume that most students are familiar with this type of evaluation. All projects have a topic, a deadline, and a word count. What your professor expects from you is a logically arranged and reasoned presentation of your ideas. Budhiraja, n.d., Budhiraja, n.d.

g. Activities for discussion

There are several skills required for online academic debates that may not be immediately apparent when you begin your online learning journey. Friends and colleagues have frequent face-to-face talks. A question or topic for discussion is generally the starting point of every class discussion at the institution where you're enrolled. Next, students must do their own research and provide remarks that demonstrate their understanding of the subject matter. As a student, you will often find yourself in the middle of a disagreement with other students.

h. Journaling exercises

The use of discussion boards and journals is mainly restricted to online courses. It's important to keep a journal throughout the review phase so that you may reflect on what you've learned and how you intend to put it into practice. It's common for online

courses to utilize diary entries to track students' progress and make sure they're acquiring the knowledge they need. Journal entries provide you the freedom to express yourself in a more intimate way and to Using the first-person pronoun, refer to yourself.

i. Exam

Exams are the main method of evaluating your progress in class, yet they may be quite stressful for students. Students may be allowed to take exams anywhere they choose, on their laptops, if their schools allow it. Tutors are commonly open-book and open-note because they lack the ability to monitor virtual assessments or examinations. There are several colleges that enable students to submit an essay or final project as an alternative to a 'take-home' exam. Computer-generated systems that screen when you visit a website may be used by certain colleges for testing purposes.

2. METHOD

An English education multimedia learning model using Kinemaster software was created using descriptive qualitative methodologies. The qualitative research approach, based on positivism, utilizes the researcher as the main instrument, samples data sources purposefully and snowballs, collects data using triangulation methods, and uses inductive/qualitative analysis. a (Alam 2020)

Examination and study of books and documents are the first two steps in gathering data. Data from both main and subordinate sources were used in this study (Ribeiro-Navarette et al., 2021). Primary and secondary data were acquired straight from respondents using online surveys (Nominees for English Instructors at IKIP Siliwangi). There was subsequently an evaluation of the observed occurrences to produce additional research results (Alam, 2020).

3. RESULTS

An online survey may be used to explain several findings in the field, such as the following:

4. DISCUSSION

Although there are still some participants who don't understand how to make multimedia-based learning media using Kinemaster, it is anticipated that this tool will be utilized by educators to help them develop learning media in the future, so that learning can take place. 38.7 percent of respondents said they couldn't use the kinemaster to produce the use of multimedia in education, and 38.7 percent said they had never used the kinemaster program to create the use of multimedia in education.

5. CONCLUSION

According to the information, 75% of respondents teach senior high and 25% teach junior high. Most individuals know about multimedia-based learning and have used it. According to the data, just 13.6% of respondents seldom utilize multimedia (video/youtube) in instruction. Several challenges may be categorized, such as class management difficulty of up to 50%, time management difficulty of 25%, and software operation difficulty of 25%. That is, concerns still need to be addressed if online education is to be effective.

Chart 5 shows respondents' observations of other online learning obstacle, that are frequently used run out of power contribute for 15.4 percent of the barriers, with networking accounting for 42.6 percent. On the basis of the data in chart 6, all respondents are aware of the Kinemaster program. On the other hand, only 38.7 percent of respondents had never used the kinemaster program (Figure 7). According to the findings, some respondents had never utilized Kinemaster to create multimedia-based educational movies. An easy application to use, kinemaster takes no particular skills to operate; the key is to keep practicing. Figure 8 shows that some respondents

were still unable to create multimedia-based instructional material using their Kinemaster.

The kinemaster aided learning, according to Chart 9, with just 13.6 percent saying they did not feel supported and 38.7 percent saying it was usual. Those who

didn't benefit from it or claimed it was usual

couldn't access it, suggesting it wasn't effective in building multimedia-based learning goods. It's clear that Kinemaster can assist if they can utilize it.

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