

# Utilization of the *Lectora Inspire* Application in Early Childhood Education

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## ABSTRACT

Early childhoods still have a lot of empty spaces in their brain. Introduction and supply of optimal contents are very essential as the basis for self-development process in the future. In relation with learning activity, there are various components which can be used by teachers. One of them is learning media. In many PAUD schools, the teachers have actually been provided by some appealing learning media. However, these media, to certain extent, are not strong enough to motivate the children to learn some concepts. Thus, varieties in learning media are necessary. This paper proposes one of the varieties which can be used by the teachers. It is an IT-based learning media which has been developed by using an interesting application namely *Lectora Inspire*. In order this application to operate is not a rocket science. This application enables the teachers to design learning media to introduce various concepts to the children. Learning media which are designed by using *Lectora Inspire* will stimulate children's interest in learning activities so that they can be familiar with materials introduced in the application.

**Keywords:** *Lectora Inspire* Application, Early Childhood, IT Based Media.

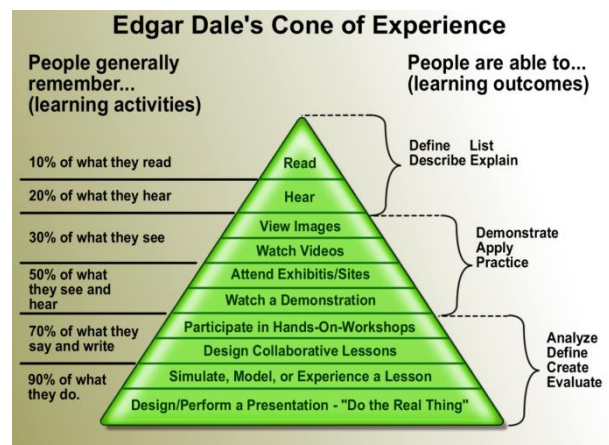
## 1. INTRODUCTION

Learning process in PAUD is carried out by teachers using various components of learning namely objectives, materials, methods, media, and learning evaluation [1,2].

Learning media is anything that can be used to distribute learning materials so that it can stimulate attention, interests, thoughts and feelings of children in learning activities in order to achieve certain learning objectives [3, 4, 5].

With the entry of various influences into the world of education today including new theories/concepts and technology, educational medium experiences development and appears in various types and formats with its own characteristics. As a result, there were attempts to classify or group the media, which led to the creation of taxonomy of learning media.

According to Edgar Dale, the use of instructional media often adopts the cone of experience principle which requires media such as textbooks, learning materials made by teachers in audio-visuals from. Edgar Dale describes that the more concrete students learn the lesson material, the more experience they get [6,7,8].



**Figure 1** Cone of Experience

Learning media that can be used for early childhood, including:

- a. Books, such as: fiction and non-fiction story books, science books, books related to the field of development in the curriculum, source books for teachers [9,10].
- b. Multimedia, such as: radio, cassette, film or video (VCD or DVD), LCD, educational software, and computers [11, 12].

- c. Natural materials that are around, such as: fruit, flowers, stones, wood, leaves, twigs, grass, shells, dried fruit, seeds, peanut shells, and others.
- d. The child himself, his friends, teachers, and adults around him, along with the clothes and accessories he wears.
- e. Man-made objects that are around children, such as: clothes, typewriters, telephones, bicycles, tables, closets, cars, and others.
- f. Traditional media, such as: traditional musical instruments, traditional cooking tools, traditional fabrics, and others [13].

Media is a messenger technology that can be used for learning purposes. There are two common types of media; 1) those which are made by certain parties (media producers) and the teacher can use it directly in learning activities, and 2) those which are available in the school environment and can be used immediately. These media are called as natural media [14, 15].

In addition to the types above, the teachers themselves can also design and create their own learning medium which suits to the students' needs and cognitive abilities. Learning medium is a paramount tool to gain satisfactory results. It is a vehicle to distribute learning information or messaging [16,6].

In general, every learning medium has its own strengths and weaknesses. The advantage of ready-to-use media is that they save time and energy. The teachers can immediately use it. Meanwhile, the weakness of this kind of media is that they are sometimes not compatible with the learning needs and objectives.

For media which are designed carefully, the advantage is that they are more compatible with the aims and objectives of the learning itself. On the other side, the weakness of these media is that they consume more time, money, and energy in the design or preparation process. The rest depends on the sensitivity of the teacher to take advantage of the learning media.

Teachers can also use electronic media in learning software in the form of e-books, games, or animation using hardware, such as: laptops, projectors, and tablet computers. One of the software that can be used by the teachers is the Lectora Inspire application. It enables the teachers to present subject content in an easy way.

Lectora Inspire is an application program that can be used to design presentations and learning media. Lectora Inspire was developed by Trivantis Corporation which is an Authoring Tool for e-learning content development. Its founder was Timothy D. Loudermilk in Cincinnati, Ohio, USA in 1999. In 2000, Lectora

Inspire became the first AICC-certified authoring system on the market [17].

Lectora Inspire can be used to combine flash and image, to record video, and to capture the screen. Lectora Inspire is specially designed for beginners. Thus, Lectora Inspire is very easy to use for making learning media and creating test or evaluation materials. By using the Lectora Inspire program, teachers can prepare their teaching materials better.

Lectora Inspire is unique. It can be used by educators in projector-based classroom media like infocus. In addition, it can be used by the students individually at home. Moreover, this media is free and can be used offline when there is no internet network or connection available. In short, Lectora Inspire will greatly facilitate teachers in introducing subject content in PAUD.

The specifications of the product developed in this study are:

- a. The product is in the form of learning media assisted by Lectora Inspire.
- b. The media have some sections namely: Main menu (Home), material, and reference sources for learning media for each lesson.
- c. Learning media assisted by Lectora Inspire are provided with animations, Islamic cartoons, verses related to interesting materials and backgrounds.

## **2. METHOD**

The type of this research is development research (R&D). It is aimed at generating a product, namely learning media. The media are developed through the use of Lectora Inspire application to introduce various materials or concepts to early childhood.

Based on the problems and research objectives that have been set, this research was conducted by analyzing and designing media through the Lectora Inspire application for early childhood students in PAUD.

The data were collected through observation, interviews, and documentation. Observation is aimed at obtaining data about media used by the teacher in introducing various concepts to children. It was conducted by observing them in the classroom and then designing attractive learning media through applications.

Furthermore, interview was carried out in a structured manner to the teachers of TK Negeri 1, 2, and TK 'Aisyiyah. It was intended to acquire information about learning media usually used by the teachers to be further developed by using Lectora Inspire application. Documentations of the research were also used to validate observation and interviews process.

Furthermore, data analysis was carried out using qualitative descriptive approach.

Before designing learning media using Lectora Inspire, a preliminary study was carried out as an initial stage. At this stage, observation and analysis were carried out to discover the experiences students have during learning process.

After that, concepts analysis was also conducted in order to identify, compile, and link them with the main material taught by using Lectora Inspire application. In the end, the analysis result of the learning objectives can be achieved and a proper learning media can be used. This will motivate the children to learn.

After the preliminary study, the next stage is the design stage. In this stage, learning media through Lectora Inspire is carefully designed. The process consists of selecting the material, selecting the format as well as the initial design of the media. The teaching materials included in the media application are those usually explained by the teachers. The format selection includes selecting the appearance of the media, and selecting learning content. Then, initial design process includes the final arrangement of media appearance (e.g. how the introduction/opening part will look like), and material presentation (including video presentation).

**3. RESULTS AND DISCUSSION**

This research generates product namely the Lectora Inspire media. The steps in creating Lectora Inspire media are described below:

- a. Choosing colors, font size, images, animations, ad videos to attract children’s interest and make them easy to understand the concepts in learning.
- b. Designing viewpoint consisting of the title of the material, and images related to the material.
- c. Presenting the materials in the Lectora Inspire.
- d. Presenting videos which can be browsed from different online sources.

The design of instructional media in Lectora Inspire consists of an opening display, initial appearance, material description, and video.

- a. Beginning Part. In this opening section, the title/topic of concept is given to children.



**Figure 2** Lectora Inspire Beginning

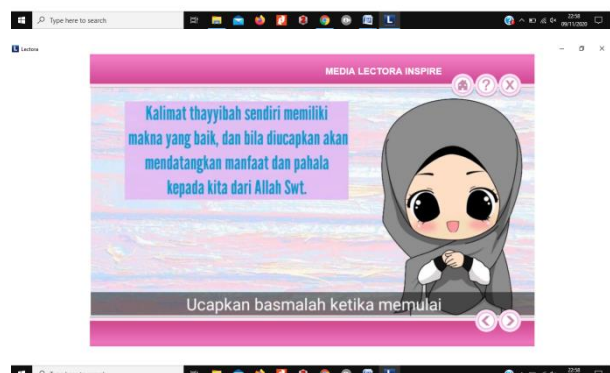
b. Theory

In Lectora Inspire display below, points of material which will be given to the children are presented.



**Figure 3** Lectora Inspire Display

Then, the points of material which have been presented were explained to students. Below is the display of the point of material explanation.



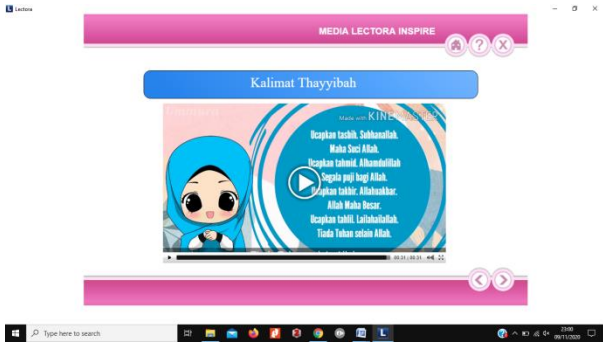


Figure 4 The Material Points

- c. Video presentation. After point material explanation, a video is presented to the children.



Figure 5 Lectora Inspire Video

There are several advantages and disadvantages of using Lectora Inspire media application. For the benefits, it is free and can be used in an offline internet network. Thus, teachers can develop or design the media anywhere and anytime. However, Lectora Inspire users should have high creativity to design attractive displays of the media including the display of images, animations, videos. Otherwise, the children will have little interest in learning activities.

#### 4. CONCLUSION

Based on the results of the research, it can be concluded that the design of learning media through Lectora Inspire application can develop children's ability in recognizing various but simple concepts from an early age. Yet, teachers' creativity is highly demanded in the process of the design.

#### AUTHORS' CONTRIBUTIONS

This study is expected to give contribution to the educators, especially teachers of early childhood education. The teachers can use Lectora Inspire application as an IT-based form to design interesting learning media in the Industrial Revolution Era 4.0.

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