

Training on Making Interactive Learning Media and Using Lms to Improve the Quality of Learning in Schools

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ABSTRACT

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This PPM activity aims to increase the knowledge and skills of SMP Negeri 2 Pakem teachers in making AR (Augment Reality) interactive learning media and the use of Google classroom LMS (learning management system) to improve the quality of learning at school through training at school. Through the habituation of the use of ICT (information and communication technology) in making learning media and the use of LMS in learning, it is hoped that teachers will be more skilled in utilizing ICT in classroom learning until the implementation of better learning from time to time.

The methods used in this service activity are lecture, tutorial & demonstration, question and answer, discussion, practice and assignment. Lecture method to convey the concepts and problems of learning media in school learning. Tutorial & demonstration method to explain and demonstrate how and the steps in making AR interactive learning media and using Google classroom LMS. Question and answer method to ask and answer problems experienced in class and school in using learning media for learning. Discussion method to discuss the learning media that have been used and will be used. While the practice and assignment method to provide opportunities for participants to practice starting from planning, making, and implementing learning media in class.

The results of the training showed that there was an increase in the knowledge and skills of SMP Negeri 2 Pakem Sleman teachers in using learning media in the classroom. The training has high usefulness because this training material is really needed by teachers. This is indicated by the results of the tasks shown and the number of participants who exceeded the planned target of 20 teachers and 20 students. Participants who attended and participated were 22 teachers and 24 students.

Kata Kunci: *Training, Media, Learning, AR, LMS*