

DEVELOPMENT OF OPENSTREETMAP VIDEO LEARNING FOR MAKING A DIGITAL SHAPEFILE FORMAT MAP

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ABSTRACT

This research is motivated by the importance of using OpenStreetMap for making digital maps in shapefile format. Therefore, there needs to be a measurement guide according to the stages in this case the learning video. The purpose of this study is (1) to know the stages of developing video-based learning media about using OpenStreetMap for making digital maps with shapefile format (2) to find out the specifications of video-based learning media developed, (3) to know the quality of product feasibility developed according to material experts, experts media, and users. This research is research and development (R & D) which refers to the 4D (four-D) development model by Thiagarajan. The researcher used several software in development, including Geofabrik, Spatial Manager, Global Mapper, and ArcGIS. The research instrument used in the form of a questionnaire in the process of expert validation and user feasibility assessment, observation, and interviews. The results showed that: (1) Development of video-based learning media about the use of OpenStreetMap for digital map making using the shapefile format was carried out using Research and Development specifically with the steps proposed by Thiagarajan (2) The resulting video media lasted between 15 and 20 minute. Videos are tailored to the curriculum and learning rules. (3) The development process is still being carried out to date to achieve results of reasonable quality

Kata Kunci: *openstreetmap, digital maps, research and development, learning videos*