

Optimization Effort of E-learning Content through the Development of Mathematics Learning Video based on Geogebra and Camtasia

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ABSTRACT

The use of GeoGebra is generally only to various objects in different dimensions, but unfortunately they are only represented in a static file, even though they are uploaded in e-e-learning. Most teachers have not familiar yet of developing Mathematics Learning Video (MLV) using Camtasia as a media to deliver their works from Geogebra. Camtasia can be used to record all activities on the computer. The purpose of this research is to optimize the ability of Mathematics junior high school teacher to develop mathematics Mathematics Learning Video (MLV) based on GeoGebra and Camtasia in teaching mathematical concepts as an effort to optimize the content of e-learning, in the form of training for Mathematics teachers in collaboration with MGMP Mathematics of Yogyakarta.

The method given in this activity was a training program involving the introduction of Be-Smart e-learning, GeoGebra, and Camtasia Studio, tutorials and practice as well as workshops in developing MLV as a learning media based on GeoGebra and Camtasia. The training was attended by 36 mathematics junior high school teachers from Yogyakarta, on 24th-25th August 2016 for 18 hours comprising theory, tutorials and independent practice.

The training of the development Mathematics Learning Video (MLV) as a learning media based on Camtasia and GeoGebra to deliver mathematical concepts in an effort to optimize e-learning content run very well. The participants, i.e. mathematics junior teachers are able to develop MLV very well and they are motivated to use the softwares to develop other interesting mathematics learning medias to optimize e-learning content at their schools.

Kata Kunci: *learning media, Mathematics Learning Video, Geogebra, Camtasia*