2019 5th International Conference on Education and Technology (ICET 2019)

Malang, Indonesia 4 – 5 October 2019



IEEE Catalog Number: CFP19Q41-POD ISBN:

978-1-7281-4909-7

Copyright © 2019 by the Institute of Electrical and Electronics Engineers, Inc. **All Rights Reserved**

Copyright and Reprint Permissions: Abstracting is permitted with credit to the source. Libraries are permitted to photocopy beyond the limit of U.S. copyright law for private use of patrons those articles in this volume that carry a code at the bottom of the first page, provided the per-copy fee indicated in the code is paid through Copyright Clearance Center, 222 Rosewood Drive, Danvers, MA 01923.

For other copying, reprint or republication permission, write to IEEE Copyrights Manager, IEEE Service Center, 445 Hoes Lane, Piscataway, NJ 08854. All rights reserved.

*** This is a print representation of what appears in the IEEE Digital Library. Some format issues inherent in the e-media version may also appear in this print version.

IEEE Catalog Number: CFP19Q41-POD ISBN (Print-On-Demand): 978-1-7281-4909-7 978-1-7281-4908-0 ISBN (Online):

Additional Copies of This Publication Are Available From:

Curran Associates, Inc 57 Morehouse Lane Red Hook, NY 12571 USA Phone: (845) 758-0400 Fax: (845) 758-2633

E-mail: curran@proceedings.com

Web: www.proceedings.com



Table of Contents

Students' Perceived Engagement in a Technology-Enhanced Flipped Language Classroom Zamzami Zainuddin, Hardika Dwi Hermawan, Miftah Yama Fauzan, Santo Mugi Prayitno	1
Metora: A Gamification Designed to Learn the Method of Journalism Interview Friskila Enggar Pamudyaningrum, Hestiasari Rante, Muhammad Agus Zainuddin	6
Scoring Music for Montage Movies Arsya Inzaghi Febrian, Hestiasari Rante, Sritrusta Sukaridhoto	11
Constructing Montage Editing Technique in a Short Movie Sheila Azizah, Hestiasari Rante, Dwi Susanto	18
The Role of Paper Prototyping in Designing Visual Novel Game as Learning Media for Children Musfiqon, Hestiasari Rante, Achmad Basuki	24
Correlation Between Motivation and Achievement of Competencies in the Hands-On Learning Method Prasetyo Adi Wibowo Putro, Yogha Restu Pramadi, Hermawan Setiawan, Nur Kholis Gunawan, Raden Budiarto Hadiprakoso, Herman Kabetta	29
The Effect of Blended Training Model to Improving Learning Outcomes: A Case in Micro Learning Object Training Ence Surahman, Sulthoni, Saida Ulfa, Arafah Husna, Taufik Ikhsan Slamet, Muhammad Syifa'ul Qolbi, Antoni Setiawan, Zahid Zufar At Thaariq, Risma Diana	33
The Most Important soft skill for Students 21st Century Learning: Contribution Technology-Enhanced in Classroom Herlina Ike Oktaviani, Taufik Ikhsan Slamet, Punaji Setyosari, Saida Ulfa; Mafrur Udhif Nofaizzi, Wahyu Pratama Putra, Rachima Dianovitasari Divian Kass	39
Engagement Experiences on Using Gamified Platform in Pre-service Teacher Education Taufik Ikhsan Slamet, Punaji Setyosari, Wikky Fawwaz Al Maki, Jonathan Varelo, Herlina Ike Oktaviani	43
Investigating Learners' Perception of Learning Analytics Dashboard to Improve Learning Interaction in Online Learning System Saida Ulfa, Izzull Fattawi, Ence Surahman, Yusuke Hayashi	49
Online Project-Based Learning for Improving the Innovative Initiation during Diffusion and Innovation Course Puri Selfi Cholifah, Herlina Ike Oktaviani, Ni Luh Sakinah Nuraini, Andini Mukharoma Meidina, Rahma Fikri Wanodyaningtyas, Evania Yafie	55
Interactive Multimedia Analysis in Thematic Learning: A Study of Practical Aspect Arda Purnama Putra, Imam Nawawi, Ahmad Badawi, Sutarno, Iqlima Pratiwi, Jiyoung Kim Esti Untari Massuriah Umaroh	61

Cultural Literacy: Getting to Know Digital-Based Folklore Riche Cynthia Johan, Gema Rullyana, Ardiansah, Nadia Hanoum, Toto Fathoni, Yayu Wulandari	66
Literacy for Young Children: Thematic-Based Electronic Smart Book Stimulation on Early-Childhood Education Institution Sri Sularti Dewanti Handayani, Akaat Hasjiandito	72
The Implementation of Educational Technologists' Competencies in Improving Learning Quality Haryono, Yuli Utanto, Budiyono, Edi Subkhan, Sony Zulfikasari	76
The Comparative Analysis of Using Communication Technology and Direct Techniques in Building School Public Relation Bambang Budi Wiyono, Desi Eri Kusumaningrum, Teguh Triwiyanto, Raden Bambang Sumarsono, Anabelie Villa Valdez, Imam Gunawan	81
The Effectiveness of Innovative Students' Assignment Plans Based on Tri Hita Karana in Blended Learning Setting I Made Tegeh, Luh Putu Putrini Mahadewi, Anak Agung Gede Agung, Ign. I Wayan Suwatra	87
Design Science Education for Student with Special Needs Use Learning Management System Platform Moodle Asri Wijiastuti, Maria Veronika Roesminingsih, Febrita Ardianingsih, Siti Masithoh, Edy Riyanto, Sri Joeda Andajani	94
IGTKI Website Development as Kindergarten Teachers' Digital Media Literacy in Central Java Province Edi Waluyo, Ni Kadek Aris Rahmadani, Akaat Hasjiandito, Wantoro	98
Animated Video Media: Motoric Skills in Dance Lesson Atip Nurharini, Sumilah, Yuyarti	102
Integrated Learning Design Based on Google Classroom to Improve Student Digital Literacy Fahrurrozi, Uswatun Hasanah, Ratna Sari Dewi	108
Audiovisual Media Correlation with Group A Students' Storytelling Ability: A Study at TK Damhil, Gorontalo Rapi Us. Djuko, Tuti Wantu, Ika Ramadayanti	112
The Correlation between the Use of Audio-Visual Learning Media and Children's Listening Skill in Suwawa Selatan Pupung Puspa Ardini, Melki Rahmat Madiko, Icam Sutisna, Irvin Novita Arifin, Yakob Napu	117
Models of Community Learning Centre (CLC) Management Widodo	121

Development of Online Project Based Learning Models Utari Dewi, Andi Kristanto	127
The Effectiveness of Brief Ego State Cognitive Behavior Counseling to Reduce PTSD Symptoms in Victims of Natural Disasters in Central Sulawesi <i>Mochamad Nursalim, Triyono</i>	131
Developing Interactive Multimedia Flood Prevention Education (FPE) on Disaster Risk Reduction Learning for Students with Hearing Impairment in Special School <i>Iva Evry Robiyansah, Mudjito, Yuliyati, Atiqoh</i>	135