

SMART CLASSROOM 4D AS A MEDIA OF EDUCATION FOR LEARNING INNOVATION IN PRIMARY SCHOOL IN EAST JAKARTA

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Abstract

The development of technology, information and communication is capable of providing effectiveness and interactivity in human life. Management of learning tools is very necessary. Even this growth is gradual. Metamorphosis of the library which emphasizes the provision of print media, into the supply-demand and service delivery in a multi-sensory of the diversity of the individual's ability to absorb information, makes the service provided is absolutely mandatory and widely varied. In addition, with the ever-expanding advances in the field of information and communication technology, as well as the discovery of the dynamics of the learning process, the implementation of teaching and learning activities are increasingly demanding the variation of media education.

The learning process is generally easier to do if it is done through audio-visual media than reading pages of text books. Just imagine, how lucrative for the trainees to understand a chapter with a full visual depiction in the classroom. The concept of the Smart Classroom education has become a privilege for students in the 21st century. This study aims to create a media-based learning 4-dimensional theater through smart classroom in history lessons Elementary School fourth grade as a medium capable of providing effectiveness and interactivity of the students in understanding the history lesson. Smart Class 4D Theater is following the development of educational technology. The method consists of, requirements analysis, design, programming, testing and implementation. With this learning media, introduction to wake up a space for public elementary school students, will be more visual, interactive, dancing, easy and quick to understand.

Keywords: Smart Classroom, 4D, Innovation, Primary School, Media of Education.