

**INTERACTIVE ANIMATION FOR INTRODUCING JAPANESE LANGUAGE
(HIRAGANA, KATAKANA, DAYS OF THE WEEK, NUMBERS, AND KANJI)
BASED ON WEB**

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Abstract

The utilization of creative and innovative technology as a medium for learning can be developed well if the community can make use of it. Animation is a science that combines elements of art with technology. Therefore, a web-based Japanese language learning medium has been designed, combined with simple interactive animation videos. Language is a tool for social communication in the form of a system of sounds produced by human speech. Language is categorized as one of the elements of culture. Therefore, many languages emerge in the world. This learning medium contains materials on hiragana, katakana, days of the week, and numbers. The result of this design is a simple Japanese language learning animation with materials and practice questions that can be used for evaluation. In addition, this animation can also be accessed anytime and anywhere, making it easier for users to learn Japanese.

Keywords: Animation, Japanese language learning media

Abstrak

Pemanfaatan teknologi kreatif dan inovatif sebagai media pembelajaran dapat dikembangkan dengan baik apabila masyarakat mampu memanfaatkannya. Animasi adalah suatu ilmu yang memadukan unsur seni dengan teknologi. Untuk itu dirancang sebuah media pembelajaran Bahasa Jepang berbasis web dipadukan dengan video animasi interaktif sederhana. Bahasa merupakan alat komunikasi sosial berupa suatu sistem bunyi yang dihasilkan dari ucapan manusia. Bahasa dikategorikan sebagai salah satu unsur kebudayaan. Oleh karena itu, banyak Bahasa bermunculan didunia. Dimana media pembelajaran ini berisi materi huruf hiragana, katakana, nama hari, dan angka. Hasil perancangan ini berupa animasi pembelajaran Bahasa Jepang sederhana dengan materi dan soal latihan yang dapat digunakan untuk evaluasi. Selain itu animasi ini juga dapat diakses kapan saja dan dimana saja, sehingga memudahkan penggunaanya dalam mempelajari Bahasa Jepang.

Kata Kunci: Animasi, media pembelajaran bahasa Jepang

I. INTRODUCTION

Foreign languages also have many benefits. Opportunities may increase in the job market, for instance when collaborating with foreign companies. Learning foreign languages can also serve as an educational tool, including the study of the Japanese language. This is primarily aimed at ensuring that Indonesian learners have sufficient resources to survive in a multilingual global world. The Japanese language has various types of characters. Japanese

characters are also influenced by kanji. There are several types of characters, but in Japan, there are four types of characters used to convey language in written form: hiragana, katakana, kanji, and romaji (Rasyiq et al., 2023).

Pemanfaatan teknologi kreatif dan inovatif sebagai media pembelajaran dapat meningkatkan keterlibatan siswa dalam proses belajar di sekolah. Tujuan utamanya adalah memberikan pembelajaran yang efektif, efisien dan menarik serta meningkatkan kinerja guru. Teknologi pendidikan hanya dapat dikembangkan dan dimanfaatkan dengan baik apabila ada masyarakat yang mampu memanfaatkannya. Perkembangan teknologi yang semakin canggih memberikan solusi bagi guru yang melek teknologi terhadap tantangan pembelajaran during seperti yang dihadapi selama pandemi COVID-19. Namun masih banyak guru dan staf sekolah yang kekurangan informasi mengenai platform web yang digunakan sebagai media belajar. Infrastruktur yang mendukung pembelajaran online gratis melalui berbagai ruang diskusi seperti Google Classroom, WhatsApp, Smart Class, Zenius, Quipper, Quizizz, Prezi, Canva, Microsoft seperti Powtoon (Ayuningtyas et al., 2024).

The use of creative and innovative technology as a learning medium can increase student engagement in the learning process at school. The main goal is to provide effective, efficient, and engaging learning while improving teacher performance. Educational technology can only be developed and utilized well if there is a community capable of using it. The advancement of increasingly sophisticated technology provides solutions for tech-savvy teachers facing learning challenges such as those encountered during the COVID-19 pandemic. However, many teachers and school staff still lack information about web platforms used as learning media. Infrastructure that supports free online learning through various discussion spaces such as Google Classroom, WhatsApp, Smart Class, Zenius, Quipper, Quizizz, Prezi, Canva, and Microsoft tools like Powtoon (Ayuningtyas et al., 2024)

II. THEORETICAL STUDIES

Websites provide a number of advantages that can solve various issues related to our work. Some of the benefits of a website are as follows (Anamisa and Mufarroha, 2022): 1. 2. 3. 2.1.2. Expand the reach of your business promotions. A website informs better news to the public, especially Internet users, about products and services. The Internet can be an unlimited medium, just like the Internet itself is an unlimited information medium. Having a website is beneficial. You have many employees promoting your products all the time. This means your website can generate conversions. A website can also be used as a place to find

communities that match your interests. For example, through your website, you can join communities of nature lovers, photographers, programmers, or freelance workers.

The word animation means desire; in ancient Greek, animation is called animo, desire, or interest. It has a deeper meaning related to spirit, soul, and life. In ancient beliefs, animism was a belief that everything has a soul (is alive) (Soenyoto, 2017). According to Soenyoto, "Animation is a discipline that combines elements of art with technology" (Soenyoto, 2017). According to Adinda and Adjie, "Animation is a series of rapidly moving images continuously or incessantly that have a relationship with one another. Animation originally consisted of a series of snippets of images that were moved to appear alive" (Nurcahyo, 2023).

According to Wikipedia, "CSS is a collection of codes used to define the design of the markup language" (Kurniawan, et al., 2023). "CSS is a collection of program code used to design or beautify the appearance of HTML pages" (Kurniawan, et al., 2023). According to Robbins, CSS is "the third version of the cascading style sheet manage and control the appearance of blogs/web pages," and CSS3 organizes HTML components on a web page to create a pleasing appearance. CSS in 1996 was initially enhanced in functionality by World Wide Web Consortium (W3C)" (Sunarya and Bahit, 2020)

III. RESEARCH METHODS

Interview technique, namely information collected by interviewing directly the people and stakeholders directly involved in activity. This method uses a question and answer method between the authors with people who are or are interested in learning Japanese. As part of this research, I conducted an interview with Ita Yuli Purnamasari, a resource person who works at a private company in Jakarta based in Japan and is learning the basics of the Japanese language.

Requires data as material

which can support the creation of this web-based learning media. the data obtained:

A. System Requirements Analysis

Based on the results of the problems above, the author uses software, namely Visual Studio Code which supports creating web-based learning media.

B. Design

The author designs interactive animations using Visual Studio Code By using this media you can create an attractive appearance use this basic Japanese learning application. There is a user interface One of the animations is learning material and a quiz as evaluation material.

C. Code Generation

Coding is the process of converting a design into a programming language, and the resulting design system is coded using Visual Studio Code.

D. Testing

In the trial phase, the author uses previously written program code to run the Test. The purpose of conducting trials is to find out there is an error in writing the program code that needs to be corrected so that the program code can walk.

E. Support

At this stage the author uses Visual Studio Code software to create interactive animations and create learning media. Your hardware use does not need or use specifications that are too high

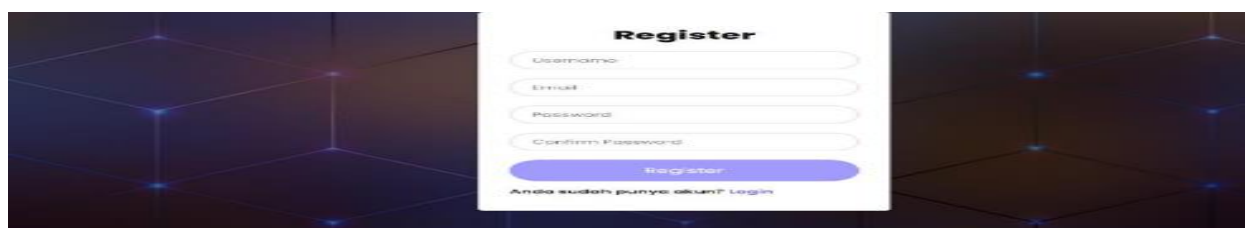
IV. RESEARCH RESULTS

User Interface

The following is the result of the storyboard display that has been created previously.

1. Register page

The display of the registration page resulting from the storyboard that has been created is below:

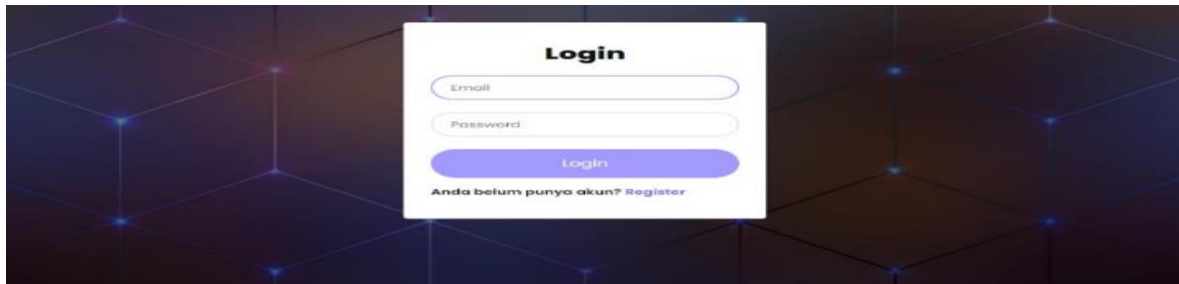


Picture III.1

user interface Page

2. user interface login

The login page display resulting from the story board that has been created is below :



Picture III.2

Login Page

3. First page

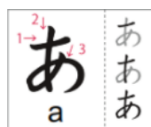
On this page the user can start learning and select the Japanese language menu :



Picture III.3

Page select menu

4. Hiragana Menu



Picture III.3

Hiragana Menu Page

5. Kanji Menu

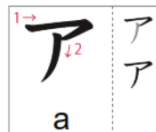


Kanji Hiragana
電車 でんしゃ

Picture III.4

Kanji Menu Page

6. Katakana Menu



Picture III.5

Katakana Menu Page

V. CONCLUSION

Based on the trials carried out and the results of the questionnaire, it can be concluded that This interactive animation for learning basic Japanese is easy to use by everyone and can be used at any time. This interactive animation makes it easier to recognize the Japanese letters Hiragana, Katakana, and also makes it easy to learn the names of days and numbers in the Japanese language.

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