

## **HYPERCONTENT DEVELOPMENT TRAINING FOR RICH AND RENEWABLE LEARNING RESOURCES AT STATE SENIOR HIGH SCHOOL 1 DRIYOREJO, GRESIK**

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### **ABSTRACT**

*This community service activity aims to provide Hypercontent Development Training for Rich and Renewable Learning Resources. at SMA Negeri 1 Driyorejo, Gresik as a good researcher for teachers. Specifically, this activity aims to Bind Interaction in Learning at SMA Negeri 1 Driyorejo, Gresik smoothly and in accordance with the even semester period of the 2023-2024 academic year. The methods used in this PPM activity include lectures or counseling containing the delivery of information for general and theoretical materials, in this case the material (1) Application of Hypercontent Development Training for Rich and Renewable Learning Resources, (2) Excavation Hypercontent Development Training for Rich and Renewable Learning Resources. The PPM activities that have been implemented have run smoothly in accordance with the expected goals of this program, and have obtained good results. The lecturers who presented received knowledge sharing on how to practice Hypercontent Development Training for Rich and Renewable Learning Resources at SMA Negeri 1 Driyorejo, Gresik. The high school teachers received additional knowledge about Hypercontent Development Training for Learning Resources. The Hypercontent Development Training Program for Learning Resources in addition to receiving positive responses from teachers of SMA Negeri 1 Driyorejo, Gresik, also received responses from supervisors in the Driyorejo District Education Office Branch, Gresik Regency. The training participants hope that the Hypercontent Development Training for Learning Resources can be continued in the future considering the*

*benefits of this program. Furthermore, the institutional cooperation that has been well established between UNIPA Postgraduate School, especially the Department of Educational Technology with the Driyorejo District Education Office Branch, Gresik Regency is expected to continue in the future as part of the Tri Dharma of Higher Education.*

#### ABSTRAK

Kegiatan pengabdian kepada masyarakat ini bertujuan untuk memberikan Pelatihan Pengembangan Hiperkonten Sumber Belajar yang Kaya dan Terbarukan di SMA Negeri 1 Driyorejo, Gresik sebagai bahan ajar yang baik bagi para guru. Secara khusus kegiatan ini bertujuan untuk Mengikat Interaksi dalam Pembelajaran di SMA Negeri 1 Driyorejo, Gresik agar berjalan lancar dan sesuai dengan periode semester genap tahun ajaran 2023-2024. Metode yang digunakan dalam kegiatan PPM ini antara lain ceramah atau penyuluhan yang berisi penyampaian informasi materi umum dan materi teori, dalam hal ini materi (1) Penerapan Pelatihan Pengembangan Hiperkonten Sumber Belajar yang Kaya dan Terbarukan, (2) Penggalan Pelatihan Pengembangan Hiperkonten Sumber Belajar yang Kaya dan Terbarukan. Kegiatan PPM yang telah dilaksanakan telah berjalan dengan lancar sesuai dengan tujuan yang diharapkan dari program ini, dan telah memperoleh hasil yang baik. Para dosen yang menyampaikan materi mendapatkan sharing ilmu tentang cara praktik Pelatihan Pengembangan Hiperkonten Sumber Belajar yang Kaya dan Terbarukan di SMA Negeri 1 Driyorejo, Gresik. Para guru SMA mendapatkan tambahan ilmu tentang Pelatihan Pengembangan Hiperkonten Sumber Belajar. Program Pelatihan Pengembangan Hiperkonten Sumber Belajar selain mendapat respon positif dari guru SMA Negeri 1 Driyorejo, Gresik, juga mendapat respon dari pengawas di lingkungan Cabang Dinas Pendidikan Kecamatan Driyorejo, Kabupaten Gresik. Para peserta pelatihan berharap agar Pelatihan Pengembangan Hiperkonten Sumber Belajar dapat dilanjutkan di masa mendatang mengingat manfaat dari program ini. Lebih lanjut, kerjasama kelembagaan yang telah terjalin baik antara Sekolah Pascasarjana UNIPA, khususnya Jurusan Teknologi Pendidikan dengan Cabang Dinas Pendidikan Kecamatan Driyorejo, Kabupaten Gresik diharapkan dapat terus berlanjut di masa mendatang sebagai bagian dari Tri Dharma Perguruan Tinggi.

#### INTRODUCTION

At this time, learning media is interpreted as a tool to help the learning process. The existence of two-way communication in the development of learning media provides an interesting effect for students, helping them better digest the material being taught (Irsan, G, Pertiwi, & R, 2021). The existence of learning tools used will certainly greatly help the teaching and learning process and influence the learning

situations and conditions created (Altania & Sungkono, 2021; Pratiwi & Dewi, 2023; Raihan, 2021) . The use of learning media is very important when teachers use it to convey messages or materials to students and students receive information messages (Nurfadhilah & Utomo, 2021; Turmudi et al., 2022) . According to (Fauziah et al., 2022; Harahap, 2022) It is very important for professional teachers to develop and utilize learning media because media and the learning process are closely related to each other.

The problem of our partners, namely teachers of SMA Negeri 1 Driyorejo, Gresik who are members of the SMA Negeri 1 Driyorejo, Gresik branch, is that the learning media available is still very minimal. Usually teachers only use picture media found in textbooks (student books). The minimal availability of learning media causes teachers to rarely use learning media. Moreover, the use of interactive learning multimedia in classroom learning has never been done. Another problem is the lack of teacher ability in creating learning multimedia. This is because teachers rarely attend training to develop their technological skills. In addition, the many tasks that must be completed make it difficult for teachers to provide free time to study or attend training or workshops to improve technology mastery.

Seeing the partner's problems, our service team held training to improve teachers' abilities in presenting new technology in learning which is packaged in innovative hypercontent-based learning media so that the material taught can be understood optimally by students (Anisa et al., 2021; Rafi Thahir et al., 2022; Surahman et al., 2021) . Hypercontent-based media is able to present interactivity. Interactive learning media is a visualization of media that can trigger a connection between users, in this case students, and learning media (Kiom, 2021; Marta et al., 2022; Pujiati et al., 2022) . The existence of interactivity in learning media will have an effect between one and another in delivering learning materials during the learning process. Training in the development of innovative learning media for teachers will also have an impact on increasing teacher competence in presenting teaching and learning processes that are in accordance with current technological advances. Where teachers are expected to be able to develop other learning multimedia products so that teachers become productive and able to innovate in presenting effective learning in the classroom.

According to (Hasfat, 2022; Indah Simamora et al., 2023; Rahmawati, 2021) the term hypercontent is adopted from the nonlinear nature of digital reading patterns. The term hypercontent means linking or combining two dimensions, namely the virtual world with the real world, with the use of hypercontent it provides link access on the internet via cloud computing such as Google Drive, One Drive, website, YouTube and others. Where usually this link can be accessed using Qr -Code online (Prawiradilaga, 2018). In simple terms, hypercontent can be said to be a concept that connects one material and another simultaneously in a particular digital technology program or application (Fauziah et al., 2022; Nurfadhilah & Utomo, 2021; Siregar et al., 2022) . In addition, hypercontent also combines hypertext, hypermedia, and hyperlinks into one part so that it can enrich the media and reach of the material (Adami & Nurzaelani, 2023; Altania & Sungkono, 2021; Simamora et al., 2022) . This hypercontent-based media is a learning multimedia that combines various elements

such as text, images or photos, graphic art, audio, animation, and video that are digitally manipulated (Harahap, 2022; Turmudi et al., 2022) .

## METHOD

For reach objective activity devotion to public This with use method as following.

- a. Lecture/Counseling Method, intended to convey information for the material which is general and theoretical in nature, in this case the Hypercontent Development Training material for Rich and Renewable Learning Resources.
- b. Method Dialogic, intended for ask answer and discussion about how Hypercontent Development Training for Rich and Renewable Learning Resources.
- c. Training Methods, intended to instill technical skills and competencies and practical in Hypercontent Development Training for Rich and Renewable Learning Resources, and provides a concrete picture in field about Hypercontent Development Training for Rich and Renewable Learning Resources.

Devotion to public This implemented for teachers State Senior High School 1 Driyorejo, Gresik or Hypercontent Development Training for Rich and Renewable Learning Resources at SMA Negeri 1 Driyorejo, Gresik in the Sub-district Office Branch Driyorejo, which is in the form of training management library. Activity implemented on 02 May - 28 June 2024 filled with activities in the form of counseling, which is intended to convey information for general and theoretical material, in this case the Hypercontent Development Training material for Rich and Renewable Learning Resources ; dialogic activities, intended for questions and answers and discussions about How Hypercontent Development Training for Rich and Renewable Learning Resources ; and training activities, which are intended to instill technical and practical skills and competencies in Hypercontent Development Training for Rich and Renewable Learning Resources, and provide description concrete in field about Hypercontent Development Training for Rich and Renewable Learning Resources. Task given to participant training with make analysis Hypercontent Development Training for Rich and Renewable Learning Resources each school, and practice Hypercontent Development Training for Rich and Renewable Learning Resources simple. Monitoring and evaluation done until date 02 May - June 28, 2024 with see problem in a way general Which faced Hypercontent Development Training for Rich and Renewable Learning Resources in State Senior High School 1 Driyorejo, Gresik.

## RESULTS AND DISCUSSION

Activity program devotion to public which has implemented This walk smoothly in accordance with the expected goals of this program, and get the results that good. The presenting lecturers got to *share* knowledge about how to practice Hypercontent Development Training for Rich and Renewable Learning Resources at SMA Negeri 1 Driyorejo, Gresik if associated with draft academic Hypercontent Development Training for Rich and Renewable Learning Resources. The participant training get addition knowledge about How Hypercontent Development Training for Rich and Renewable Learning Resources at SMA Negeri 1 Driyorejo, Gresik. Hypercontent Development Training Program for Rich and Renewable Learning

Resources in addition to get response positive from teachers of State Senior High School 1 Driyorejo, Gresik, also get response from supervisor State Senior High School 1 Driyorejo, Gresik, and get support full of Head Branch Service Education Subdistrict Driyorejo since from exploration or observation stages until the implementation of this training activity.

The speaker was present offline at SMA Negeri 1 Driyorejo, Gresik. attended by teachers. The PkM Hypercontent activity started at 09.00 WIB, which began with praying together, then continued with remarks. First speech by the Head of School SMA Negeri 1 Driyorejo, Gresik. Then continued with a speech by Mr. Director of Postgraduate Studies at PGRI Adi Buana University Surabaya. Then continued with presentation of material and practice by teachers. The presentation was delivered in a sequentially offline as follows:

1. Dr. Atiqoh, M. Pd explained the history of Hypercontent for Learning Resources
2. Dr. Wawan Gunawan, S. Pd, M. Pd., explained about how how to create a hypercontent module.
3. Dr. Retno Danu Rusmawati, M.Pd. Presented barcode making techniques.
4. Dr. Achmad Noor Fatirul, M.Pd. explains about how to process data to be used as a learning resource.
5. During the training, the participants assisted by students of Educational Technology from the postgraduate school of PGRI Adi Buana University Surabaya so that the activities can be carried out smoothly. is running. As an indicator the achievement of the objectives of this PkM means that participants (teachers of SMA Negeri 1 Driyorejo, Gresik) were given the task to further hone the material that has been presented by the Speaker and produce a final product in the form of Hypercontent for Rich and Renewable Learning Resources.

The material structure and JP recognition are presented in table 1 as follows:

Table 1. Material Structure

Material	Speaker	Time (JP)
Hypercontent History For Learning Resources	Dr. Atiqoh, M.Pd	2 JP
How how to create a hypercontent module	Dr. Wawan Gunawan, S.Pd, M.Pd.,	2 JP
Barcode creation techniques	Dr. Retno Danu Rusmawati, M.Pd.	2 JP
How to process data to be used as a learning resource	Dr. Achmad Noor Fatirul, M.Pd.	2 JP
During the training, the participants assisted by students of Educational Technology from the Postgraduate School of PGRI Adi Buana University Surabaya so that the activities can be facilitated. ongoing	Student of Educational Technology, Postgraduate School of PGRI Adi Buana University, Surabaya	During the training

Independent practice of PkM TEAM creating Hypercontent for Learning Resources	12 JP
Final Project for Learning PkM TEAM Resources	20 JP
Total	40JP



Figure 1. The speaker explains how to create a hypercontent module.



Figure 2. The speaker explains the history of hypercontent.





Figure 3. PPM Team and Teachers of SMA Negeri 1 Driyorejo, Gresik



Figure 4. The speaker explains the barcode creation technique.

The participant training expect so that activity Hypercontent Development Training for Rich and Renewable Learning Resources at SMA Negeri 1 Driyorejo, Gresik can continued in the future considering the benefits of this program. Furthermore institutional cooperation that has been established well between the Unipa Postgraduate School in particular Educational Technology Study Program

with the Sub-District Education Office Branch Driyorejo is expected to continue in the future as part of Tri Dharma College Tall.

## CONCLUSION

Based on results implementation devotion to public Which in the form of Hypercontent Development Training for Rich and Renewable Learning Resources already implemented can concluded as following: (1) activities devotion to public for teachers State Senior High School 1 Driyorejo, Gresik in Hypercontent Development Training for Rich and Renewable Learning Resources provides many benefits, besides the new Hypercontent Development Training for Rich and Renewable Learning Resources. very This held, Also give benefit especially in increase knowledge and concepts about Hypercontent Development Training for Rich and Renewable Learning Resources for teachers at SMA Negeri 1 Driyorejo, Gresik; and to plant skills on for Teacher in manage and utilize Hypercontent Development Training for Rich and Renewable Learning Resources as a source learning, and (b) activities devotion to public in matter Hypercontent Development Training for Rich and Renewable Learning Resources can be used as a means of *sharing* academic conceptual knowledge of Hypercontent Development Training for Rich and Renewable Learning Resources with the practice of implementing Hypercontent Development Training for Rich and Renewable Learning Resources in reality.

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