

COMPUTER-BASED MULTIMEDIA USAGE TRAINING

Agus Iskandar

Universitas Nasional, Jakarta, Indonesia

Correspondence author email: iskandaragus1005@gmail.com

Anugrah Pramuja

Universitas Nasional, Jakarta, Indonesia

Abstract

This community service with the title "Training on the Use of Computer-Based Multimedia" aims to improve people's digital literacy and multimedia skills in the fast-paced digital era. This program is designed to teach participants how to integrate various forms of digital media such as text, images, video, and audio in their work and daily lives. This training involves a series of modules that include an introduction to multimedia, technical training, practical applications, and evaluation. Through a combination of face-to-face and online learning methods, this program has succeeded in reaching participants from various backgrounds, including teachers, MSMEs and the general public. Evaluation results showed significant improvements in participants' skills and confidence in managing multimedia content. More than 85% of participants reported substantial improvements in their ability to implement multimedia technology in their professional and personal practices. This service not only provides technical skills but also encourages innovation and technological adaptation in various aspects of life. Suggestions for future research include expanding the scope of training with the latest technology, improving infrastructure, and creating a wider collaboration network with the technology industry. This program provides a model that can be adapted and applied in various other societal contexts to increase the accessibility and effectiveness of digital education.

Keywords: digital literacy, multimedia, computer-based education, technological innovation, media integration.

INTRODUCTION

With the development of multimedia, it opens up opportunities for people to make their daily activities easier, such as communicating with other people, interaction, work and entertainment [1]. The development of information technology, especially in the world of education[2], currently has the potential to create a system transformation. Education is a form of effort to prepare students through guidance, teaching and/or training activities for their role in the future and must be the center of technological progress. The use of learning media in the teaching and learning process also shows that the teacher has planned in carrying out teaching.

Training in the use of computer-based multimedia has a positive effect on the training participants' abilities, both in understanding the concepts and principles of