



Jajang Rahmatudin  
Teacher Professional  
Program  
University of  
Muhammadiyah  
Cirebon

Siti Musyarofah  
University of  
Muhammadiyah  
Cirebon



Syifa Fijri Arrofilah  
University of  
Muhammadiyah  
Cirebon

Tiwi Widyawati  
University of  
Muhammadiyah  
Cirebon



Hisyam Ahyani  
University of  
Muhammadiyah  
Cirebon

Shoimatul Atikah  
University of  
Muhammadiyah  
Cirebon



## TRAINING ON DESIGNING INTERACTIVE LEARNING MEDIA-BASED AI (*ARTIFICIAL INTELLIGENCE*) AT SMP 1 PLUMBON

**Jajang Rahmatudin<sup>1</sup>, Siti Musyarofah<sup>2</sup>, Syifa Fijri Arrofilah<sup>3</sup>, Tiwi Widyawati<sup>4</sup>,  
Hisyam Ahyani<sup>5</sup>, Shoimatul Atikah<sup>6</sup>**

<sup>1,2,3,4,5,6</sup> Teacher Professional Program, Faculty of Teacher Training and Education, University of  
Muhammadiyah Cirebon, West Java, Indonesia

**Corresponding Author: jajang@umc.ac.id**

**Abstract:** SMPN 1 Plumbon is one of the public schools in Cirebon Regency. Based on the results of observations, SMPN 1 Plumbon already has facilities that support digital-based learning. Technology can help teachers be more creative in developing learning in the classroom. One way to expand learning in the school is by utilizing creative learning media so students can be more active. Learning media can facilitate the achievement of specific learning goals. Based on this description,

Community Service (PKM) was carried out on learning media in the form of a learning media workshop with the theme "AI-Based Learning Media Design Training (*Artificial Intelligence*)."

This activity aims to train teachers in utilizing technology by creating AI-based interactive learning media (*Artificial intelligence*). The "AI-Based Learning Media Design Training (*Artificial Intelligence*)" was implemented on May 17, 2024, at SMPN 1 Plumbon with the resource person Mr. Jajang Rahmatudin, M.Pd. The training was carried out at 13.00, the training activity for AI-based interactive learning media design (*Artificial intelligence*). It began with the brief provision of material by the resource persons. After the provision of the material, the trainees were invited to try to design AI-based interactive learning media (*Artificial intelligence*) directly on the spot. The resource person explained the steps that must be taken, and then the participants followed the directions. Students help assist participants who have difficulties creating learning media. The implementation of the training went smoothly and well, and the trainees looked enthusiastic during the training activities.

**Keywords:** AI technology, learning, interactive, SMP 1 Plumbon

---

## INTRODUCTION

Community service activities are a form of contribution made by individuals or groups to improve the community's welfare and quality of life. These activities usually involve efforts to help solve social, economic, educational, health, and environmental problems the community faces. Service activities in the school environment involve the active participation of students, teachers, and school staff to improve the welfare and quality of the school in carrying out teaching and learning activities. The activity we carry out is a training that involves teachers and other education staff to find out how to design AI-based interactive learning. We know that technology is developing rapidly, so we need to take advantage of this technology to create interactive, creative, and innovative learning. Situation analysis in this activity has the goal of making its implementation run well; here are the steps to analyze the situation:

1. Environmental Analysis. The program is supported by competent and enthusiastic teachers and education staff participating in it, support from the principal and Waka Curriculum in planning and implementing it, and facilities and infrastructure that can support the implementation of activities. In addition, there are shortcomings, including the limitation of very little implementation time, so that the process of implementation activities is slightly accelerated.
2. Program Planning. The committee (PPL Students) sets the goals to be achieved in carrying out this service, designs a systematic activity plan, determines the resources needed in the implementation, and allocates the duties and responsibilities of each implementation committee.
3. Implementation and Monitoring. The activity was held on May 17, 2024, at 13.00 in the teacher's room of SMPN 1 Plumbon by participating in activities that had been previously designed. The activity was titled "AI-BASED INTERACTIVE LEARNING MEDIA DESIGN TRAINING (*Artificial Intelligence*)," whose target was teachers and education staff. After completing the activity, the committee monitors and evaluates activities periodically to ensure that the activities run according to plan and achieve the desired goals.
4. Reporting and Follow-up. Prepare a report on the implementation of service activity results and communicate it to all relevant parties. Then, prepare a follow-up plan based on the evaluation results to improve and develop future service activities. With this comprehensive situation analysis, schools can design and implement more

effective community service programs that positively impact the surrounding community.

### **Partner Problems**

SMPN 1 Plumbon is one of the public schools in Cirebon Regency. Based on the results of observations made during the implementation of Field Introduction Practice (PPL 1) at SMP Negeri 1 Plumbon, many things were obtained from getting to know the school environment, understanding the characteristics of students, experience in preparing lesson plans, to facing problems that occurred in the classroom and the school environment. Learning activities are a process that educators strive for students so that students can learn something, both material and good attitudes and behaviors needed in community life. Education is required to produce capable students with various skills as time and technology develop. Therefore, the curriculum continues to develop according to the times when teachers and students need to act in their respective roles. Teachers need to be more creative in developing learning, and students should be more active in the learning activities pursued by the teacher.

Based on the results of observations, the school environment has supported digital-based learning. Technology can be used to help improve the quality of learning. The use of technology in the learning process, especially computer technology and the internet, makes it easier for educators to explain learning materials that are accessed in and outside the classroom. The benefits offered by technology must be able to be used optimally by teachers. Educators can implement the usefulness of this technology in several approaches. First, technology can increase teachers' creativity by applying several learning models according to student characteristics so that teaching and learning activities will make students more interested in participating in lessons. Second, learning materials can be accessed in writing and in the form of images, music, videos, and other interactive media. With technology, teachers can create an exciting learning atmosphere. This is very good for triggering students' understanding in learning so that they will quickly understand what the teacher is conveying. Thus, teachers can be more creative in developing learning in the classroom. One way to expand learning in the school is by utilizing creative learning media so students can be more active. Learning media has a vital position in achieving the success of the learning process. Learning media can facilitate the achievement of specific learning goals.

Based on the description above, Community Service (PKM) was carried out about learning media, which was active in the form of a learning media workshop with the theme "AI-Based Learning Media Design Training (*Artificial Intelligence*)." This activity aims to train teachers in utilizing technology by creating AI-based interactive learning media (*Artificial intelligence*). This activity is expected to benefit SMPN 1 Plumbon teachers so that they can apply or develop various AI-assisted interactive learning media so that the delivery of material can be easier to understand and learning takes place actively and interestingly.

### **Target**

The targets to be achieved in the community service program are teachers and education staff to improve their skills in integrating AI technology into learning media. Here are some of the targets that can be achieved through this training:

1. Able to understand the basic concepts and developments of AI technology
2. Knowing the application of AI in various fields, especially in education.
3. Introduce relevant AI software and tools for creating learning media.

4. Train in using AI platforms such as chatbots, machine learning, and speech and image recognition technology.
5. Able to design and develop AI-based interactive learning media.
6. Can compose appropriate and effective content for AI-based media delivery.
7. Sharpen Skills in Coding and Programming needed to implement AI in learning media.
8. Hands-on practice exercises in developing simple AI applications or practical devices.
9. Teaching methods to evaluate the effectiveness of AI-based learning media.
10. Able to make adjustments and improvements based on feedback and evaluation results.
11. Develop a learning plan that supports the use of AI technology.

This training is expected to provide comprehensive provisions for training participants to utilize AI technology to create a more interactive, practical, and personalized learning experience.

### **External**

With this community service activity, it is hoped that teachers can find out the benefits of AI (Artificial Intelligence) technology through the Animaker website in learning and understand how to use AI technology to create interactive videos that can be used in learning activities. In addition, PPL 1 students can also gain new knowledge and experience after mentoring teachers to be then able to try to implement it in the upcoming PPL 2 activities.

### **METHOD**

The community service measures that we carry out are:

1. Setting a Schedule. The first step in carrying out community service, in the form of training on designing AI-based interactive learning media (*Artificial Intelligence*) for teachers in SMPN 1 Plumbon, is to determine the implementation schedule. The implementation schedule experienced a slight obstacle due to the dense schedule of resource persons and activity schedules at the school. Finally, we found the implementation date after discussing it with the resource persons and the school on May 17, 2024. The activity will be carried out during the day from 13.00 until it is finished.
2. Preparation. After setting the implementation date, the next step is to prepare the things needed to implement the training, starting with preparing for consumption, arranging the event schedule, making a list of attendees, and preparing the training venue. Preparations were also made before the event began by ensuring that the projector and other needed tools were installed correctly so as not to hinder the implementation.
3. Opening of the Activity. Before the event started, participants of the training activities checked in at 12.45 – 13.00 in front of the training implementation room. Then, the event was held at 13.00 and opened by the MC, followed by singing the Indonesia Raya song together.
4. Remarks. Before entering the main event, namely the training, a speech was made first by the chief executive of the activity, Hisyam Ahayani, then followed by remarks by the Supervisor, Mr. Jajang Rahmatudin, M.Pd and finally remarks from the head of SMPN, 1 Plumbon, namely Mr. Drs. H. Asup Suparlan, M, Pd.
5. Training. The core activity, namely training on AI-based interactive learning media *design (Artificial intelligence)*, began with a brief provision of material by resource persons. After the provision of the material, the trainees were invited to try to design

AI-based interactive learning media (*Artificial intelligence*) directly on the spot. The resource person explained the steps that must be taken, and then the participants followed the directions. Students help assist participants who have difficulties creating learning media.

**Table 1. Member Roles of Mentor**

6.

It	Member Name	Member Roles
1	Hisyam Ahyani	Acting as the chief executive who made remarks as the chief executive at the opening ceremony and facilitator of the making interactive media in group 1.
2	Shoimatul Atifah	Acting as a PDD Section in charge of making certificates, activity banners, documentation during the implementation, and facilitators on how to make interactive media on Group 3.
3	Siti Musyarofah	She was acting as the Events Section, which is in charge of making the event arrangements and hosting the implementation of the facilitator activities, making interactive media in group 4.
4	Syifa Fijri Arrofilah	Acting as the Consumption Section in charge of providing food for the committee, participants, and performers as well as facilitators of the making interactive media in group 5.
5	Tiwi Widyawati	Acting as the Equipment Section who is tasked with ensuring that the equipment for activities is what is needed and becoming an operator in the opening activities and facilitator of the making interactive media in group 2.

**Member Roles**

The AI-based interactive Learning Media Design Training (Artificial intelligence) at SMPN 1 Plumbon was conducted on Friday, May 17, 2024, from 13-00-14.30 WIB. Each member has a role in this activity, from planning to implementing the activity. The roles of each member are included in the Table above.

**Schedule for Community Service Implementation**

The schedule for implementing community service with the theme "AI-Based Learning Media Design Training (Artificial Intelligence)" will be held on Friday, May 17, 2024. The event's schedule is as follows.

**Table 2. Time Skedul of Workshop**

No.	Time	Event	Fillers
1.	12.45 – 13.00	Check In	Tiwi Widyawati
2.	13.00 – 13.05	Unveiling	MC: Siti Musyarofah
3.	13.05 – 13.10	Reading of the Holy Verse Al-Qur'an	Syifa Fijri Arrofilah
4.	13.10 – 13.15	Sing Indonesia Raya	Shoimatul Atifah
5.	13.15 – 13.30	Remarks	<ul style="list-style-type: none"> <li>• Chief Executive</li> <li>• Field Supervisor</li> <li>• Principal</li> </ul>
6.	13.30 – 13.35	Prayer	Hisyam Ahyani
7.	13.35 – 14.25	Training	Jajang Rahmatudin, M.Pd
8.	14.25 – 14.30	Cover	MC: Siti Musyarofah

**RESULTS AND DISCUSSION**



**Figure 1. Workshop Community Service Implementation**

**Challenge**

The challenges faced during service implementation are during planning, such as determining the right time so that all participants (teachers) of the expected service can attend by adjusting to the presenter's schedule. Then, there are limited funds to organize services such as consumption. In addition, the challenge faced is to create and ensure that the content presented is engaging, relevant, and useful for service participants. The thing that must be considered is the relevance and importance of the service; for example, the service participants are teachers, so the theme of service that can be useful for all teachers is learning media. These challenges require time to be resolved with careful planning, coordination, and effective communication between all parties involved so that service implementation can run successfully and usefully.



**Figure 2. Presentation about AI**

### **Obstacles**

The obstacles that we face in the implementation are the technical equipment barriers by not using sound cables so that when singing Indonesia Raya, there are no accompanying instruments. Then, the time is limited to deliver the material, so not all things can be discussed in more depth. In addition, the obstacle that occurs is that there are still teachers who do not bring laptops, so the creation of AI-based learning media is not optimal. Efforts to overcome this obstacle are to direct teachers who do not bring laptops to try to create interactive media on their respective smartphones. This effort can be carried out well because teachers can try to create AI-based interactive media.

### **CONCLUSION**

Service activities such as "AI-Based Interactive Learning Media Design Training (*Artificial Intelligence*)" positively impact advancing education. AI (*Artificial Intelligence*) is a branch of computer science that focuses on creating machines capable of performing tasks that require human intelligence. Teachers get the opportunity to improve their skills in integrating AI technology into learning media. Using digital-based learning media with AI (*Artificial Intelligence*) technology is one of the solutions teachers can use to improve a fun learning model by using media in the classroom. Therefore, with this learning media training, it is hoped that teachers can understand and implement AI-based

learning to increase students' interest and motivation. Thus, AI-based learning media can help make the learning process more effective and exciting and can be a solution to improve the quality of learning at SMPN 1 Plumbon.

#### **BIBLIOGRAPHY**

- Anggraini, D. (2020). Artificial intelligence (AI) and the value of co-creation in B2B (business-to-business) sales. *Journal of Information Systems, Information Technology, and Information Systems Education*, 1(2), 63–69. <https://doi.org/10.25126/justsi.v1i2.7>
- Parwati, Ni Putu, and I. Nyoman Bayu Pramarta. 2021. "History Teachers' Strategies in Facing the Challenges of Indonesian Education in the Society 5.0 Era." *Widyadari: Journal of Education* 22(1):143–58. doi: 10.5281/zenodo.4661256.