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CONTEMPORARY
EXPLORATION OF
SOCIAL SCIENCES IN THE
POST PANDEMIC ERA - 2

Editors

Assoc. Prof. Dr. Muhammad Ali Tarar

Assoc Prof. Dr. SevdA Aghamirza Aliyeva (Ahadova)



Contemporary Exploration of Social Sciences in the Post Pandemic Era - 2



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Published by: NCM Publishing House

Publishing Date: 23.07.2023

ISBN: 978-625-99157-1-5

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Contemporary Exploration of Social Sciences in the Post Pandemic Era - 2

Publication No: 15

Editors | *Assoc. Prof. Dr. Muhammad Ali Tarar*
Assoc Prof. Dr. Sevda Aghamirza
Aliyeva (Ahadova)

Cover Designer | *Mr. Kerim KARADAL*

ISBN | 978-625-99157-1-5

Publisher Certificate No | 51898

Publisher Type | International Publishing House

Release Date | 2023



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www.ceocongress.org

LIBRARY INFORMATION CARD

Tarar, Muhammad Ali and ; Aghamirza Aliyeva (Ahadova), Sevda; Editor, 1, 2023. **Contemporary Exploration of Social Sciences in the Post Pandemic Era - 1**. NCM Publishing House, Bursa.
Language: English
Editors: Assoc. Prof. Dr. Muhammad Ali Tarar; Assoc Prof. Dr. Sevda Aghamirza Aliyeva (Ahadova)
ISBN: 978-625-99157-1-5

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CHAPTER 9

Character Make-Up Course Development in the Faculty of Art and Desain. Universitas Trisakti

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ABSTRACT

The character make up course is a new elective subject for the Visual Communication Design study program so that it requires a learning process and understanding from educators or supporting lecturers who will provide theoretical and practical advice, and this is not easy but also not difficult for educators and students. This of course requires innovation and creativity that must be developed, how can the stages in learning character make-up be watched over and over again, of course not the lecturer teaches, but with the digital world there are many choices including tutorial videos that can be shared on YouTube so that they can be played back according to student wishes.

The aim of this research is to develop learning in character make-up courses, how the results of the video tutorial are. The strategy chosen and applied to development as the target of this learning material is Visual Communication Design students in fourth semester as the study program's elective course. The research method used is the Dick, Carey and Carey model consisting of systematic stages used to develop learning products. The production results are reviewed by learning design experts, and learning media experts. A series of formative evaluation sessions - review and revision processes were carried out in the development of this lesson. The results of this study indicate that learning using video tutorials is very helpful for increasing abilities and skills in character make-up, the advantages can be witnessed and noticed many times and make it easier when face-to-face is missed.

Keywords : Make-up Karakter, video tutorial, Visual Communication Design

INTRODUCTION

Character make-up is a make-up that is applied to change a person's appearance in terms of age, character, face, ethnicity, and nation so that it matches the character being played. Character make-up is divided into 2-dimensional and 3-dimensional character make-up. 2D character make-up is makeup that is applied to change a person's appearance in terms of age, character, face, ethnicity and nation by smearing or brushing either as a whole or only in part so that it can only be seen from the front. 3-dimensional character make-up is make-up that changes a person's face or shape in whole or in part by using additional ingredients that are directly applied or affixed to parts of the face so that they can be seen from various points of view (Paningkaran, 2010: 10). Make up karakter 2 dimensi divided into 4 expressions angry, sad, happy and surprised (Tan, 2010: 86).

Character make-up course is an elective subject of the Visual Communication Design study program in semester IV to support Multimedia specialization, basic techniques are needed to get the right and appropriate character roles in a film story or advertisement that is played so that it requires special skills in make-up so that you get results the maximum. character make-up with the theme of disability or injury is a facial makeup as we make a model or wound in appearance like a disabled/injured person. Wound defect make-up including 3-dimensional make-up

Factors supporting education really need to get attention and no less important is the human resources of educators. How the professionalism of teaching staff in the implementation of education needs to be studied. This is considering that one of the possible causes of educational failure is the factor of a lecturer as the main role in the implementation of education and education in learning in tertiary institutions. Government Regulation Number 19 of 2005 concerning National Education Standards, Article 28, Paragraph 3, h.13, as is known, that competency standards a lecturer must possess as a learning agent at the tertiary level include: a) pedagogic competence: b) competency personality: c) professional competence: and d) social competence. Lecturers must also be innovative, learning techniques in carrying out innovations in educational institutions. Improving the quality of learning, including learning Character Make-up Subjects to comply with the demands of educational requirements and development needs, can be done by utilizing educational technology, one of which is developing an innovative learning system.

As the spearhead of education, increasing the competence of lecturers as educators in the learning system is very important. It is important not only for educators personally, but collectively from other components in the education system the impact on teaching staff will have a good impact from increasing competence. In the end with the increasing quality of education in Indonesia. Therefore, it is important to do research on the Development of Learning Techniques for the Character Make Up Course in the Scope of the Faculty of Art and Design, Trisakti University. Can be used as a tool that supports the teaching and learning process and not only implements teaching materials on the web, but also creates mature learning scenarios to invite active and constructive involvement of students in their learning process.

The formulation of this development research problem is as follows:

1. How is the development of Learning Techniques for the Character Make Up Course in the Scope of the Faculty of Art and Design, Trisakti University?

1. THEORETICAL

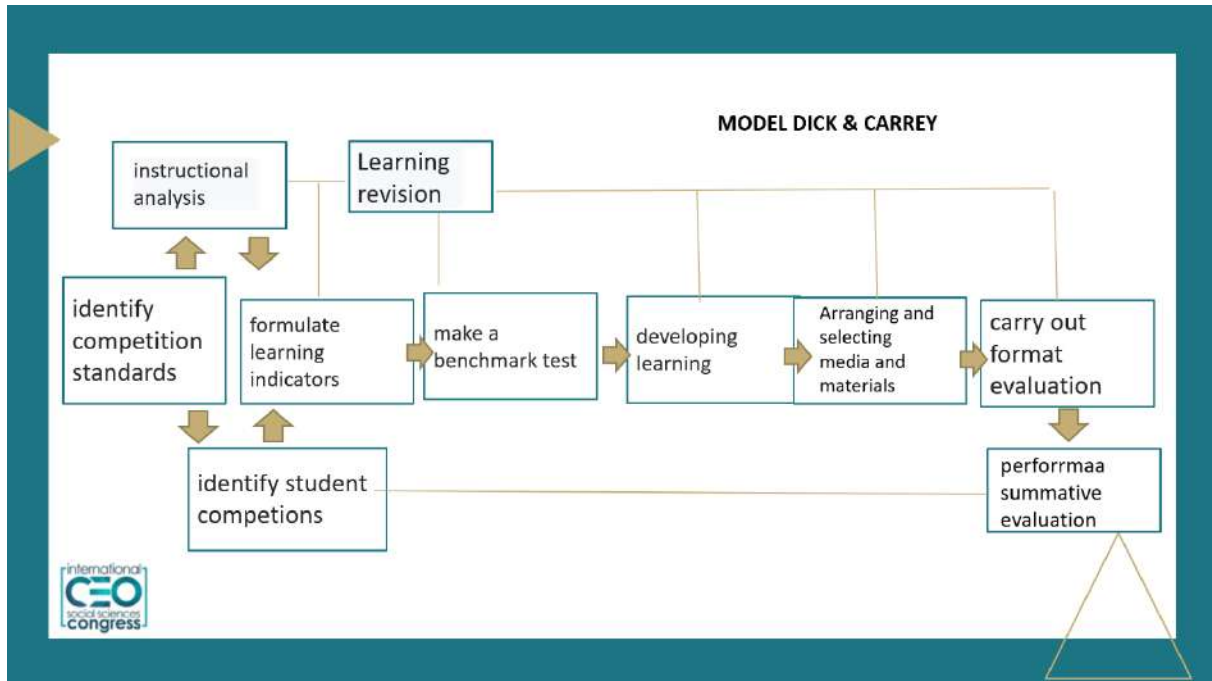
In the character make-up course, students plan the concept for each theme given by the lecturer every semester, there are 7 materials that must be mastered by each student 1) old character; 2) the character of the wound on the face; 3) the character of the severe wound on the hand; 4) the character of the sugar skull; 5) characters similar to figures and artists; 6) horror characters ; 7) festivals.

This research is expected to overcome these problems. So according to the title "Development of Character Make-up Learning Techniques" it is expected to be able to overcome students who cannot attend and want to know more deeply because; 1) adapting to student characteristics; collaborative and with an efficient learning system; 2) developing a shared perception structure; 3) collaborative learning system to achieve student learning efficiency.

This theoretical framework relates to the learning system for character make-up courses 60% practice and 40% theory namely, learning design models that are selected and developed in accordance with character make-up courses, learning strategies, attitudes, visual communication design student characters, facilities and infrastructure character make-up.

This study used the Walter Dick and Carrey learning design which was implemented up to the ninth step. The Dick and Carrey learning model has 10 steps, but research only uses 9 steps, namely: 1) Identity Instruksional Goal; 2) Conduct Instructional Analysis; 3) Analyze Learners and Contexts; 4) Write Performance Objective; 5) Develop Assesment Instrument; 6) Revise Instructional; 7) Develop Instruksional; 8) Develop and Conduct Formative Evaluation on Instruction (Walter Dick and Carrey, The Systematic Design of Instructional, 2009, h.15).

The reasons for the researchers using the development of Dick and Carrey learning techniques in collaboration with learning videos are as follows: 1) This model is able to overcome and find solutions that are most suitable for existing problems; 2) This research can generate knowledge and insight for lecturers and students to overcome problems during learning process; 3) The research recommendations are able to produce learning videos; 4) Able to motivate lecturers of the Faculty of Arts and Design to always innovate to develop innovative techniques and methods with advances in digital technology; 5) Able to facilitate lecturers as mentors and students during learning.



Character Makeup Learning Technique Development Chart

2. RESEARCH METHODOLOGY

This research is research and development based on The Research & Development (R&D) cycle from Borg and Gall for the information collecting data stage and the stage for developing learning products using the Dick and Carey model development steps. Then Borg and Gall stated the research and development process method used to develop and validate educational products. Research and development is a process for developing and validating educational products. The research and development used to design character make-up courses within the scope of the Faculty of Fine Arts and Design, Trisakti University, uses the Borg and Gall research development approach. According to him, for the development of learning products using the system design Dick and Carrey (Meredith D?

3. RESULTS AND DISCUSSION

This chapter describes two main parts, namely research results and discussion. The research results describe the findings of the preliminary research and the steps for developing learning techniques up to the field trial. Meanwhile, in the discussion section, an analysis of research findings and development data is presented.

3.1. DEVELOPMENT OF LEARNING TECHNIQUES

This section is clarified in the next section, which includes; (1) Research Study Results, (2) Learning Technique draft 1, (3) learning tools draft 2, and 4 learning techniques the final draft (b) the feasibility of learning techniques which include (1) the feasibility of learning material experts, (2) the feasibility of experts learning design, (3) feasibility of learning media experts, (4) one-to-one test, (5) group test; c) the effectiveness of learning techniques including field tests.

Preliminary research is carried out at the beginning of even semester lectures until the end of the 2022/2023 even semester. The techniques used to collect information and data are observation, questionnaires, interviews, observations, and document analysis.

The customary collection tools used prior to distribution were discussed with the Team

Tabel 3.1

Subjects and preliminary research data collection techniques

No	Subjek Data	Observasi	Quesioner
1	Students	-	18
2	Lecture	-	6
3	Study program	1	-
4	University	1	-
5	Learning process	1	-

The preliminary research data obtained is explained as follows

a. Preliminary Research Observation Results

Observations were made to obtain physical data, learning support facilities and infrastructure as well as to find out direct learning in the Visual Communication Design Study Program, because as supporting lecturers there are researchers themselves so they really understand and know the advantages and disadvantages. There are nine (9) nine aspects observed in the preliminary observation, as complete as can be seen in table 4.1.2

Tabel 3,2

Preliminary Research Observation Results

No	aspect Observation	description
1	Total student in the class	Direct research observation, because researchers are supporting lecturers, the number of students is around 18 students
2	Indek Prestasi	Based on the data from the academic section, the average GPA for those following the GPA is 3
3	From high schoo	Ada 18 mahasiswa, 10 anak dari SMU dan 8 anak dari SMK There are 18 students, 10 children from High School and 8 children from SMK

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4	Total off meeting	Learning activities for the Make-up Character course consist of 16 meetings including the Mid Semester Examination and the Final Semester Examination
5	Classroom	Very adequate
6	SKS/ How many of study hours	3 credits, lecture from 13.00 to 16.20 (4 hours 20 minutes)
7	References for Supporting Character Make-up Courses	Referensi dari buku, media sosial seperti Youtube sangat membantu bagi mahasiswa
8	Classroom learning process	-Beginning of the activity is to introduce yourself as a supporting lecturer and accompanying lecturer - Introducing the name and origin of the school so that the atmosphere is more fluid because this course is an elective subject as a support for multimedia specialization. - Class entry rules - Explain the Lecture Contract - Explain RPS - Class attendance rules, not less than 70% - Maximum delay of 15 minutes - Provide examples with power point slides from the previous class and material for character make-up and what equipment to bring next week - Make-up equipment is part of the facilities of the Study Program - The second week of the learning process meeting, the supporting lecturer provides direct or live learning from the equipment used until the end and students participate directly -Students are very enthusiastic -Assignments are given in groups (1 group of 2 students, as makeup and models but alternately) and are done not at home but on campus. - Weaknesses in the video tutorial learning process that can be seen repeatedly so that it is more understandable and maximized - Giving assignments is given a time limit
9	Students karakter	START KNOWLEDGE The character make-up course is an elective subject so that students are just getting it during

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		the ongoing lectures so there is no foundation in the subject yet Motivation to participate is very high, so lecturers are required to develop learning techniques not only face to face but that can be seen many times anywhere so that they can add to the skills and abilities of these students.
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The research location with the title "Development of Learning Techniques is carried out at the Faculty of Fine Arts and Design, Trisakti University" in the even semester of 2022/2023, every Friday at 13.00 -16.20 WIB in room AP 101. The elective subject for the Visual Communication Design Study Program is Make up Character according to the RPS (Semester Learning Plan) held in semester 4. First Lecture for the Character Make Up course on March 3 2023, in the AP 101 Building, every Friday starting at 13.00 assisted by a companion lecturer explaining the Work Contract Format then continuing with the latest Semester Learning Plan (RPP) regarding attendance and assignment submission through the GCR (Google Class Room) and LMS (Learning Management System) application from Trisakti University for materials and assignment collection. regarding attendance and collection of assignments through the GCR (Google Class Room) and LMS (Learning Management System) applications from Trisakti University for materials and assignment collection.

Tabel Final Product Learning Video 3.5

N o	LEARNING VIDEO THEMES	LINKS & RESULTS OF LEARNING VIDEOS
1	Theme" Bruised Face"	https://drive.google.com/file/d/18evJYCeRWpFpjHqDSEXa6JuQG6wYw7sl/view?usp=sharing
	Opening	 The first appearance in the Learning Video In the opening video for the Lecturer, the theme of the material is to make a bruised face, firstly explain what equipment is used. The purpose of making this learning video is for students to see over and over again what are the shortcomings in implementing Character Make Up as an elective subject in the Design study program Visual Communication in semester four (4) with specialization in Multimedia

	Implementation Stage	 The application stage is for a bruised face, giving a bruised effect to the eyes and nose using maroon red eye shadow, adding brown then adding purple again so that the wound effect is more natural  The application stage for a bruised face can be added artificial blood so that it gives the effect that the wound looks deep and looks natural so that it looks like a real wound
	Completion Stage	 The refinement stage for bruised faces, where to see whether in facial makeup if there are deficiencies added or reduced so that the wound effect looks perfect and natural
2	Tema” Tangan Luka” Theme "Wounded Hand"	https://drive.google.com/file/d/1xme-Wme73o0XCyyB1qn3guW1j7ihQwrB/view?usp=sharing
	Opening	 Make Up Karakter ep.2 Dr. Menul Teguh Riyanti, S.Sn., M.Pd. Dosen FSRD Universitas Trisakti

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		Opening by the Lecturer introduces the name then the theme in the video and what steps must be done and paid attention to by the audience so that they can understand and understand the explanation,
	Preparation phase	 In the preparation stage the lecturer explains what materials are used one by one so that students understand
	Implementation Stage	 The stage of applying the injured hand, first the hand that will be given the effect is cleaned with a cleanser such as toner then gives the effect with a tissue on the left or right hand and to disguise the skin color, a foundation is given according to the model's skin and how much will make the effect appear after the wound is evened out and then for wound effects by coloring with artificial eye color and blood or food coloring  The picture is the stages of application with artificial color and blood already given for the effect of the wound so that it looks really injured so that when seen the wound looks natural so it looks like the original
	Completion Stage	

		Then in the refinement stage here, namely giving the final touch to make it look more natural
--	--	---

3.1.1 Uji coba *One to One* which was tested on 3 (three) students

value result table Pre Test dan Post Test one to one

Students	VALUE			AVERAGE VALUE	
	Pre	Post	Nilai Akhir	Pres T	Post T
A	65	75	B+	75	82,67
B	75	78	A-		
C	90	95	A		

Based on the results of the data from the Pre test and Post Test scores, the results of the Learning Videos add or increase students' grades and skills and abilities in character makeup

3.1.2. Small group trials were tested on 9 (nine) students

value result table Pre Test and Post small group

Students	Value		
	Pre	Post	Final score
1	65	75	A-
2	75	78	A-
3	75	85	A
4	75	80	A
5	78	85	A
6	72	87	A
7	75	90	A
8	75	85	A
9	75	80	A

Based on the results of the data from the Pre test and Post Test values, the results of the Learning Video add or increase the value and skills and abilities of students in making character makeup very well, which can be seen from the grades and results of student assignments

value result table Pre Test and Post Biggest Group

Mahasiswa	NILAI		
	Pre	Post	Nilai Akhir
1	65	75	A-
2	75	78	A-
3	75	85	A
4	75	80	A
5	78	85	A
6	72	87	A
7	75	90	A
8	75	85	A

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9	75	80	A-
10	75	82	A
11	75	83	A
12	75	90	A
13	75	90	A
14	75	90	A
15	75	90	A
16	75	90	A
17	75	90	A
18	75	90	A

Based on the results of the data from the Pre test and Post Test values, the results of the Learning Videos for field tests with a total of 18 students can increase both the grades and the skills and abilities of students in character make-up which is very good, as can be seen from the grades and results of student assignments.

CONCLUSIONS

Based on the formulation of the problem related to existing data and facts, the formulation of the problem, research objectives, the results of data analysis and the development of learning techniques for character make-up courses it can be concluded: 1) The results of this study are able to overcome students' understanding of the material provided, so that they are able to complete tasks; 2) Students are able to develop structured and systematic design concepts; 3) The research results produce a theoretical framework for developing learning techniques and implementing them during the learning process; 4) The results of this research are implemented in the form of technical instructions in the form of learning videos on the YouTube channel; 5) During the research process through trial and error, the process of developing materials, strategies, methods and evaluation processes is carried out so that learning outcomes are optimal; 6) Findings in research are used to carry out program implications into RPS (Semester Learning Plan), SAP (Learning Reference Unit) , materials, learning methods and strategies to evaluation of character make-up courses; 7) Research process through expert tests in the field of learning design, media and learning materials.

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University); Member University Grievance Redress Committee; Member University Monitoring, Evaluation and Learning Committee; Member University Scrutiny Committee for Administration Posts; Member Standing Committee for vetting of non-schedule items with the term of Reference (TORs); Member Surveillance committee of Ghazi University; Member Online Quality Assurance (OQA) Task Force of Ghazi University; Members University General Purchase Committee; Member University Semester Rules Committee; Member Inquire committee about matter/ issue regarding allegations on social & print media against employees, Member University Prospectus Committee to prepare prospectus and Member University Admission Committee year 2019, 2020 & 2021; Focal Person Kamyab Jawan Innovation League; Member Plagiarism Standing Committee (PSC) Ghazi University; Member Self Institutional Performance Evaluation (IPE) Committee and Focal person to conduct quantitative research on Beggary in Punjab with collaboration of Department of Social Welfare, UCDP, D. G. Khan (December 2016 to To-date).

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She has experienced in teaching at the University and research. Being a researcher she published more than 70 research articles on different social and behavioral issues in National and International high quality indexes, impact factor journals. According inquiries with new approaches, in the post pandemic days: Abstract E book, 4th International CEO Social Sciences Congress[GEOSSC] 2022.

She is on the academic boards of national and international congresses. International CEO Congress is one of these. Recently, she has been working on book publications. This book you are reading is the product of these studies.

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Character Make-Up Course Development in the Faculty of Art and Desain, Universitas Trisakti

by Menul Teguh Riyanti, Agus Adhityatama, Yosua Reydo R, Sangayu Ketut L. Nilotama

Submission date: 30-Oct-2025 03:59PM (UTC+0700)

Submission ID: 2732203440

File name: opment_in_the_Faculty_of_Art_and_Desain_Universitas_Trisakti.pdf (626.76K)

Word count: 5396

Character count: 29612

CHAPTER 9

Character Make-Up Course Development in the Faculty of Art and Desain, Universitas Trisakti

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ABSTRACT

The character make up course is a new elective subject for the Visual Communication Design study program so that it requires a learning process and understanding from educators or supporting lecturers who will provide theoretical and practical advice, and this is not easy but also not difficult for educators and students. This of course requires innovation and creativity that must be developed, how can the stages in learning character make-up be watched over and over again, of course not the lecturer teaches, but with the digital world there are many choices including tutorial videos that can be shared on YouTube so that they can be played back according to student wishes.

The aim of this research is to develop learning in character make-up courses, how the results of the video tutorial are. The strategy chosen and applied to development as the target of this learning material is Visual Communication Design students in fourth semester as the study program's elective course. The research method used is the Dick, Carey and Carey model consisting of systematic stages used to develop learning products. The production results are reviewed by learning design experts, and learning media experts. A series of formative evaluation sessions - review and revision processes were carried out in the development of this lesson. The results of this study indicate that learning using video tutorials is very helpful for increasing abilities and skills in character make-up, the advantages can be witnessed and noticed many times and make it easier when face-to-face is missed.

Keywords : Make-up Karakter, video tutorial, Visual Communication Design

5 INTRODUCTION

Character make-up is a make-up that is applied to change a person's appearance in terms of age, character, face, ethnicity, and nation so that it matches the character being played. Character make-up is divided into 2-dimensional and 3-dimensional character make-up. 2D character make-up is makeup that is applied to change a person's appearance in terms of age, character, face, ethnicity and nation by smearing or brushing either as a whole or only in part so that it can only be seen from the front. 3-dimensional character make-up is make-up that changes a person's face or shape in whole or in part by using additional ingredients that are directly applied or affixed to parts of the face so that they can be seen from various points of view (Paningkaran, 2010: 10). Make up karakter 2 dimensi divided into 4 expressions angry, sad, happy and surprised (Tan, 2010: 86).

Character make-up course is an elective subject of the Visual Communication Design study program in semester IV to support Multimedia specialization, basic techniques are needed to get the right and appropriate character roles in a film story or advertisement that is played so that it requires special skills in make-up so that you get results the maximum. character make-up with the theme of disability or injury is a facial makeup as we make a model or wound in appearance like a disabled/injured person. Wound defect make-up including 3-dimensional make-up

Factors supporting education really need to get attention and no less important is the human resources of educators. How the professionalism of teaching staff in the implementation of education needs to be studied. This is considering that one of the possible causes of educational failure is the factor of a lecturer as the main role in the implementation of education and education in learning in tertiary institutions. Government Regulation Number 19 of 2005 concerning National Education Standards, Article 28, Paragraph 3, h.13, as is known, that competency standards a lecturer must possess as a learning agent at the tertiary level include: a) pedagogic competence: b) competency personality: c) professional competence: and d) social competence. Lecturers must also be innovative, learning techniques in carrying out innovations in educational institutions. Improving the quality of learning, including learning Character Make-up Subjects to comply with the demands of educational requirements and development needs, can be done by utilizing educational technology, one of which is developing an innovative learning system.

As the spearhead of education, increasing the competence of lecturers as educators in the learning system is very important. It is important not only for educators personally, but collectively from other components in the education system the impact on teaching staff will have a good impact from increasing competence. In the end with the increasing quality of education in Indonesia. Therefore, it is important to do research on the Development of Learning Techniques for the Character Make Up Course in the Scope of the Faculty of Art and Design, Trisakti University. Can be used as a tool that supports the teaching and learning process and not only implements teaching materials on the web, but also creates mature learning scenarios to invite active and constructive involvement of students in their learning process.

The formulation of this development research problem is as follows:

1. How is the development of Learning Techniques for the Character Make Up Course in the Scope of the Faculty of Art and Design, Trisakti University?

1. THEORETICAL

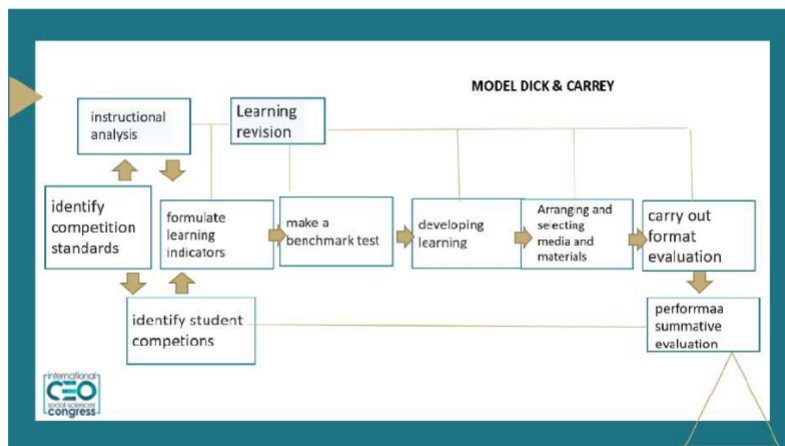
In the character make-up course, students plan the concept for each theme given by the lecturer every semester, there are 7 materials that must be mastered by each student 1) old character; 2) the character of the wound on the face; 3) the character of the severe wound on the hand; 4) the character of the sugar skull; 5) characters similar to figures and artists; 6) horror characters ; 7) festivals.

This research is expected to overcome these problems. So according to the title "Development of Character Make-up Learning Techniques" it is expected to be able to overcome students who cannot attend and want to know more deeply because; 1) adapting to student characteristics; collaborative and with an efficient learning system; 2) developing a shared perception structure; 3) collaborative learning system to achieve student learning efficiency.

This theoretical framework relates to the learning system for character make-up courses 60% practice and 40% theory namely, learning design models that are selected and developed in accordance with character make-up courses, learning strategies, attitudes, visual communication design student characters, facilities and infrastructure character make-up.

This study used the Walter Dick and Carrey learning design which was implemented up to the ninth step. The Dick and Carrey learning model has 10 steps, but research only uses 9 steps, namely: 1) Identity Instruksional Goal; 2) Conduct Instructional Analysis; 3) Analyze Learners and Contexts; 4) Write Performance Objective; 5) Develop Assesment Instrument; 6) Revise Instructional; 7) Develop Instruksional; 8) Develop and Conduct Formative Evaluation on Instruction (Walter Dick and Carrey, The Systematic Design of Instructional, 2009, h.15).

The reasons for the researchers using the development of Dick and Carrey learning techniques in collaboration with learning videos are as follows: 1) This model is able to overcome and find solutions that are most suitable for existing problems; 2) This research can generate knowledge and insight for lecturers and students to overcome problems during learning process; 3) The research recommendations are able to produce learning videos; 4) Able to motivate lecturers of the Faculty of Arts and Design to always innovate to develop innovative techniques and methods with advances in digital technology; 5) Able to facilitate lecturers as mentors and students during learning.



Character Makeup Learning Technique Development Chart

9

2. RESEARCH METHODOLOGY

This research is research and development based on The Research & Development (R&D) cycle from Borg and Gall for the information collecting data stage and the stage for developing learning products using the Dick and Carey model development steps. Then Borg and Gall stated the research and development process method used to develop and validate educational products. Research and development is a process for developing and validating educational products. The research and development used to design character make-up courses within the scope of the Faculty of Fine Arts and Design, Trisakti University, uses the Borg and Gall research development approach. According to him, for the development of learning products using the system design Dick and Carrey (Meredith D?

3. RESULTS AND DISCUSSION

This chapter describes two main parts, namely research results and discussion. The research results describe the findings of the preliminary research and the steps for developing learning techniques up to the field trial. Meanwhile, in the discussion section, an analysis of research findings and development data is presented.

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3.1. DEVELOPMENT OF LEARNING TECHNIQUES

This section is clarified in the next section, which includes; (1) Research Study Results, (2) Learning Technique draft 1, (3) learning tools draft 2, and 4 learning techniques the final draft (b) the feasibility of learning techniques which include (1) the feasibility of learning material experts, (2) the feasibility of experts learning design, (3) feasibility of learning media experts, (4) one-to-one test, (5) group test; c) the effectiveness of learning techniques including field tests.

Preliminary research is carried out at the beginning of even semester lectures until the end of the 2022/2023 even semester. The techniques used to collect information and data are observation, questionnaires, interviews, observations, and document analysis.

The customary collection tools used prior to distribution were discussed with the Team

Tabel 3.1
Subjects and preliminary research data collection techniques

No	Subjek Data	Observasi	Quesioner
1	Students	-	18
2	Lecture	-	6
3	Study program	1	-
4	University	1	-
5	Learning process	1	-

The preliminary research data obtained is explained as follows

a. Preliminary Research Observation Results

Observations were made to obtain physical data, learning support facilities and infrastructure as well as to find out direct learning in the Visual Communication Design Study Program, because as supporting lecturers there are researchers themselves so they really understand and know the advantages and disadvantages. There are nine (9) nine aspects observed in the preliminary observation, as complete as can be seen in table 4.1.2

Tabel 3.2
Preliminary Research Observation Results

No	aspect Observation	description
1	Total student in the class	Direct research observation, because researchers are supporting lecturers, the number of students is around 18 students
2	Indek Prestasi	Based on the data from the academic section, the average GPA for those following the GPA is 3
3	From high schoo	Ada 18 mahasiswa, 10 anak dari SMU dan 8 anak dari SMK There are 18 students, 10 children from High School and 8 children from SMK

4	Total off meeting	Learning activities for the Make-up Character course consist of 16 meetings including the Mid Semester Examination and the Final Semester Examination
5	Classroom	Very adequate
6	SKS/ How many of study hours	3 credits, lecture from 13.00 to 16.20 (4 hours 20 minutes)
7	References for Supporting Character Make-up Courses	Referensi dari buku, media sosial seperti Youtube sangat membantu bagi mahasiswa
8	Classroom learning process	-Beginning of the activity is to introduce yourself as a supporting lecturer and accompanying lecturer - Introducing the name and origin of the school so that the atmosphere is more fluid because this course is an elective subject as a support for multimedia specialization. - Class entry rules - Explain the Lecture Contract - Explain RPS - Class attendance rules, not less than 70% - Maximum delay of 15 minutes - Provide examples with power point slides from the previous class and material for character make-up and what equipment to bring next week - Make-up equipment is part of the facilities of the Study Program - The second week of the learning process meeting, the supporting lecturer provides direct or live learning from the equipment used until the end and students participate directly -Students are very enthusiastic -Assignments are given in groups (1 group of 2 students, as makeup and models but alternately) and are done not at home but on campus. - Weaknesses in the video tutorial learning process that can be seen repeatedly so that it is more understandable and maximized - Giving assignments is given a time limit
9	Students karakter	START KNOWLEDGE The character make-up course is an elective subject so that students are just getting it during

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		the ongoing lectures so there is no foundation in the subject yet Motivation to participate is very high, so lecturers are required to develop learning techniques not only face to face but that can be seen many times anywhere so that they can add to the skills and abilities of these students.
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The research location with the title "Development of Learning Techniques is carried out at the Faculty of Fine Arts and Design, Trisakti University" in the even semester of 2022/2023, every Friday at 13.00 -16.20 WIB in room AP 101. The elective subject for the Visual Communication Design Study Program is Make up Character according to the RPS (Semester Learning Plan) held in semester 4. First Lecture for the Character Make Up course on March 3 2023, in the AP 101 Building, every Friday starting at 13.00 assisted by a companion lecturer explaining the Work Contract Format then continuing with the latest Semester Learning Plan (RPP) regarding attendance and assignment submission through the GCR (Google Class Room) and LMS (Learning Management System) application from Trisakti University for materials and assignment collection. regarding attendance and collection of assignments through the GCR (Google Class Room) and LMS (Learning Management System) applications from Trisakti University for materials and assignment collection.

Tabel Final Product Learning Video 3.5

N o	LEARNING VIDEO THEMES	LINKS & RESULTS OF LEARNING VIDEOS
1	Theme" Bruised Face"	https://drive.google.com/file/d/18evJYCeRWpFpjHqDSEXa6JuQG6wYw7sl/view?usp=sharing
	Opening	 The first appearance in the Learning Video In the opening video for the Lecturer, the theme of the material is to make a bruised face, firstly explain what equipment is used. The purpose of making this learning video is for students to see over and over again what are the shortcomings in implementing Character Make Up as an elective subject in the Design study program Visual Communication in semester four (4) with specialization in Multimedia

Implementation Stage	 The application stage is for a bruised face, giving a bruised effect to the eyes and nose using maroon red eye shadow, adding brown then adding purple again so that the wound effect is more natural  The application stage for a bruised face can be added artificial blood so that it gives the effect that the wound looks deep and looks natural so that it looks like a real wound
Completion Stage	 The refinement stage for bruised faces, where to see whether in facial makeup if there are deficiencies added or reduced so that the wound effect looks perfect and natural
2 Tema” Tangan Luka” Theme "Wounded Hand"	https://drive.google.com/file/d/1xme-Wme73o0XCyyB1qn3guW1j7ihQwrB/view?usp=sharing
Opening	

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		Opening by the Lecturer introduces the name then the theme in the video and what steps must be done and paid attention to by the audience so that they can understand and understand the explanation,
Preparation phase	 In the preparation stage the lecturer explains what materials are used one by one so that students understand	
Implementation Stage	 The stage of applying the injured hand, first the hand that will be given the effect is cleaned with a cleanser such as toner then gives the effect with a tissue on the left or right hand and to disguise the skin color, a foundation is given according to the model's skin and how much will make the effect appear after the wound is evened out and then for wound effects by coloring with artificial eye color and blood or food coloring  The picture is the stages of application with artificial color and blood already given for the effect of the wound so that it looks really injured so that when seen the wound looks natural so it looks like the original	
Completion Stage		

	Then in the refinement stage here, namely giving the final touch to make it look more natural
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3.1.1 Uji coba *One to One* which was tested on 3 (three) students

value result table *Pre Test dan Post Test one to one*

Students	VALUE			AVERAGE VALUE	
	Pre	Post	Nilai Akhir	Pres T	Post T
A	65	75	B+	75	82,67
B	75	78	A-		
C	90	95	A		

Based on the results of the data from the Pre test and Post Test scores, the results of the Learning Videos add or increase students' grades and skills and abilities in character makeup

3.1.2. Small group trials were tested on 9 (nine) students

value result table *Pre Test and Post small group*

Students	Value		
	Pre	Post	Final score
1	65	75	A-
2	75	78	A-
3	75	85	A
4	75	80	A
5	78	85	A
6	72	87	A
7	75	90	A
8	75	85	A
9	75	80	A

Based on the results of the data from the Pre test and Post Test values, the results of the Learning Video add or increase the value and skills and abilities of students in making character makeup very well, which can be seen from the grades and results of student assignments

value result table *Pre Test and Post Bigest Group*

Mahasiswa	NILAI		
	Pre	Post	Nilai Akhir
1	65	75	A-
2	75	78	A-
3	75	85	A
4	75	80	A
5	78	85	A
6	72	87	A
7	75	90	A
8	75	85	A

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9	75	80	A-
10	75	82	A
11	75	83	A
12	75	90	A
13	75	90	A
14	75	90	A
15	75	90	A
16	75	90	A
17	75	90	A
18	75	90	A

Based on the results of the data from the Pre test and Post Test values, the results of the Learning Videos for field tests with a total of 18 students can increase both the grades and the skills and abilities of students in character make-up which is very good, as can be seen from the grades and results of student assignments.

CONCLUSIONS

Based on the formulation of the problem related to existing data and facts, the formulation of the problem, research objectives, the results of data analysis and the development of learning techniques for character make-up courses it can be concluded: 1) The results of this study are able to overcome students' understanding of the material provided, so that they are able to complete tasks; 2) Students are able to develop structured and systematic design concepts; 3) The research results produce a theoretical framework for developing learning techniques and implementing them during the learning process; 4) The results of this research are implemented in the form of technical instructions in the form of learning videos on the YouTube channel; 5) During the research process through trial and error, the process of developing materials, strategies, methods and evaluation processes is carried out so that learning outcomes are optimal; 6) Findings in research are used to carry out program implications into RPS (Semester Learning Plan), SAP (Learning Reference Unit), materials, learning methods and strategies to evaluation of character make-up courses; 7) Research process through expert tests in the field of learning design, media and learning materials.

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Dr. Muhammad Ali Tarar joined University of Agriculture, Faisalabad- Pakistan as Teaching Assistant in 2005, later as, Lecturer Rural Sociology in November 2007 and presently serving the Department of Sociology, Ghazi University, Dera Ghazi Khan-Pakistan as Associate Professor / Chairman Sociology. Additionally, he is also serving as Director, Financial Assistance & Development (FAD) at Ghazi University D.G.Khan w.e.f 05-07-2023 to provide Financial Support in the form of Merit & Need based Scholarships/ paid Internships and Financial Assistance to talented, deserving & needy students to continue their academics & Education. Since 18-11-2015 to 24-10-2022 also served as Director Office of Research, Innovation & Commercialization (ORIC) and awarded a "Certificate of Appreciation" from Vice Chancellor, Ghazi University, Dera Ghazi Khan for excellent services (15-09-2022). As Chief Editor, Kisht-e-Nau (student Magazine, University of Agriculture, Faisalabad) published Centennial Number in 2006 and was awarded UNIVERSITY GOLD MEDAL from Chancellor of University/ Governor of Punjab-Pakistan as-well-as UNIVERSITY ROLE OF HONOR, UNIVERSITY COLOUR & UNIVERSITY CERTIFICATE OF EXCELLENCE was awarded from Worthy Vice Chancellor for publishing the Centennial Number of "Kisht-e-Nau" as Chief Editor on the eve of centenary celebrations of University of Agriculture, Faisalabad (14th to 16th March 2006). He has vast experience in teaching & research. Being Researcher published more than 40 research articles on different social & behavioral issues in National & International high-quality indexes/ impact factor journals that are recognized by Higher Education of Pakistan and at postgraduate level supervised more than one hundred research students and completed their research. He is also coauthor/ Editor of books (i)"Introduction to Sociology; (ii) "Accounting Inquiries with New Approaches in the Post-Pandemic Era Volume I"; (iii) "Accounting Inquiries with New Approaches in the Post-Pandemic Era Volume II"; (iv) "Abstract E-Book" 5th International CEO Social Sciences Congress (CEOSSC 2022)". He is also external examiner of research / paper setter of many universities for postgraduate level as well as examination supervisor of Punjab Public Service Commission, Pakistan. Being Director ORIC made collaboration with sister universities and industries to develop academia to academia & Academia-Industry linkages for better knowledge and research sharing and signed more than 20 MOUs and strengthen the external linkages, developed a Business Incubation Center (Regional Plan9) & Women Development Center at Ghazi University with collaboration of Govt. of Punjab, Pakistan. He is Member selection/ recommendation Committee of Ghazi University to recommend BS-1 to BS-16 candidates to the Vice Chancellor for Approval of Appointment, Terms, and conditions of Services); Member Board of Faculty for a period of three years for faculty of Arts; Member Consultative Committee; Member Convocation Organizing Committee for 1st & 2nd Convocation of the Ghazi University; Convener University Disciplinary Committee ; Convener University Disciplinary Advisory Committee; Member Compliance Implementation Plan Committee (CIPC) to prepare Compliance Implementation Plan (CIP) in coordination with respective offices; Nominated as Focal Person to collaborate with QEC regarding IPE Review visit at Ghazi University; Member Affiliation Committee (to affiliate & Disaffiliate Govt. & Private Educational Institutes / colleges with Ghazi

University); Member University Grievance Redress Committee; Member University Monitoring, Evaluation and Learning Committee; Member University Scrutiny Committee for Administration Posts; Member Standing Committee for vetting of non-schedule items with the term of Reference (TORs); Member Surveillance committee of Ghazi University; Member Online Quality Assurance (OQA) Task Force of Ghazi University; Members University General Purchase Committee; Member University Semester Rules Committee; Member Inquire committee about matter/ issue regarding allegations on social & print media against employees, Member University Prospectus Committee to prepare prospectus and Member University Admission Committee year 2019, 2020 & 2021; Focal Person Kamyab Jawan Innovation League; Member Plagiarism Standing Committee (PSC) Ghazi University; Member Self Institutional Performance Evaluation (IPE) Committee and Focal person to conduct quantitative research on Beggary in Punjab with collaboration of Department of Social Welfare, UCDD, D. G. Khan (December 2016 to To-date).

Dr. Muhammad Ali Tarar, Associate Professor Department of Sociology,
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Assoc Prof. Dr. Sevda Aghamirza Aliyeva (Ahadova)

Assoc. Prof. Dr. Sevda Aghamirza Aliyeva (Ahadova) was born in Baku, Azerbaijan in 1975. Dr. of sciences (in political science), Phd (philological science) in 2008, Assoc. Prof Dr. in 2015, joined University of Languages of Azerbaijan Republic (department of international relations). Assoc Prof. Dr. The Academy of Public Administration under the President of the Republic of Azerbaijan (department of political sciences).

Participant of so many national and international Congresses. "Culture and Civilization Unity of Contradictions" Kazakhstan 2013. " The Interrelation of cultures" Ukraine, Kiev. 2014. "Culture and Civilization. American journal of international law. Impact factor 2015. " Modern Azerbaijan Society and the problems of Multiculturalizm" International Conference of European Science and Technology. Munich 2015. " Modern problems of Intercultural communication". Moscow 2013. " Azerbaijan- Belarus Relations; Main stages of development and current situation" Belarus 2022. " Azerbaijan Gender Inequality in the Republic of Azerbaijan. CEO Conference 2022 which is held in Indonesia.

She has experienced in teaching at the University and research. Being a researcher she published more than 70 research articles on different social and behavioral issues in National and International high quality indexes, impact factor journals. According inquiries with new approaches, in the post pandemic days: Abstract E book, 4th International CEO Social Sciences Congress[GEOSSC] 2022.

She is on the academic boards of national and international congresses. International CEO Congress is one of these. Recently, she has been working on book publications. This book you are reading is the product of these studies.

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