

**USE OF ANDROID-BASED MEDIA BENIME WHITEBOARD ANIMATION IN LEARNING TO WRITE PROCEDURE TEXT IN VOCATIONAL HIGH SCHOOL STUDENTS**

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**ABSTRACT**

In the era of the Industrial Revolution 4.0, students are a generation that is very close to the touch of technology. Therefore, teachers can not only rely on traditional-based media, but can also take advantage of technology-based media that are packaged attractively, creatively, and innovatively in order to achieve learning competencies. The purpose of this research is to develop teaching materials in the form of the *Benime White Board Animation android application* that can be accessed through student devices. This study also aims to determine the influence of android-based learning media on students' ability to determine the structure and linguistic characteristics of procedural texts. This study uses the R&D (*Research and Development*) method which describes data on the influence of *Benime White Board Animation's android-based learning media* on students' ability to write procedure texts. The subjects in this study were 36 grade XI students of SMKN 1 Soreang. Data collection was carried out by observation, interviews, and questionnaires. After research, *The Benime White Board Animation android application* was successfully developed so that it can be accessed flexibly. In addition, the quality of this application is rated very decent / very good based on the average score carried out by validators, which is 85.59%. Each assessment was a media expert 83.77%, a material expert 85.00%, and a teacher Indonesian 88.00%. Then, students responded to the application during the trial by giving an excellent rating of 87.24%. Therefore, the *Benime White Board Animation* application has implications for learning that can be used as teaching materials so that it can improve writing skills, especially procedure texts.

**Keywords:** Benime, learning media, procedure text

**ABSTRAK**

*Pada era Revolusi Industri 4.0, peserta didik adalah generasi yang sangat dekat dengan sentuhan teknologi. Oleh sebab itu, guru tidak hanya bisa mengandalkan media berbasis tradisional saja, tetapi juga dapat memanfaatkan media berbasis teknologi yang dikemas secara menarik, kreatif, dan inovatif supaya tercapai kompetensi pembelajaran. Tujuan Penelitian ini yaitu mengembangkan bahan ajar berupa aplikasi android Benime White Board Animation yang dapat diakses melalui gawai siswa. Penelitian ini juga bertujuan untuk mengetahui pengaruh media pembelajaran berbasis android terhadap kemampuan siswa dalam menentukan stuktur dan ciri kebahasaan teks prosedur. Penelitian ini menggunakan metode R&D (Research and Development) yang mendeskripsikan data mengenai pengaruh media pembelajaran berbasis android Benime White Board Animation terhadap kemampuan siswa dalam menulis teks prosedur. Subjek dalam penelitian ini yakni siswa kelas XI SMKN 1 Soreang yang berjumlah 36 orang. Pengambilan data dilakukan dengan observasi, wawancara, dan angket. Setelah penelitian, aplikasi android Benime White Board Animation berhasil dikembangkan sehingga dapat diakses secara fleksibel. Selain itu, kualitas aplikasi ini dinilai sangat layak/sangat baik berdasarkan nilai rata-rata yang dilakukan oleh validator, yaitu 85,59%. Masing-masing penilaian adalah ahli media 83,77%, ahli materi 85,00%, dan guru bahasa Indonesia 88,00%. Kemudian, siswa merepons aplikasi pada saat uji coba dengan memberikan penilaian yang sangat baik sebesar 87,24%. Oleh karena itu, aplikasi Benime White Board Animation berimplikasi pada pembelajaran yang dapat dimanfaatkan sebagai bahan ajar sehingga dapat meningkatkan keterampilan menulis, khususnya teks prosedur.*

**Kata Kunci:** Benime, media pembelajaran, teks prosedur

## INTRODUCTION

The current concept of learning has shifted to efforts to realize modern learning along with the times and the era of globalization. Society's increasing demands on learning and advances in science and technology have made it impossible to manage learning in the traditional way. Developments in information and communication technology (ICT), people's lifestyles, new patterns in children's learning, and so on require steps to take advantage of technology in learning. According to Traxler (2005), information and communication technology can make the learning process more interesting, open and flexible because it is not limited by space and time.

Learning technology has character

Learning technology has certain characteristics that are very relevant to the interests of learners. Learning technology allows for: (1) information to be conveyed broadly, quickly, evenly, integrated, and in accordance with the intended content; (2) learning technology can present material in a scientific, logical, and systematic manner and is able to support and complement the subject matter; (3) learning technology can be a teacher's partner in creating effective, efficient, and productive learning activities based on student needs and demands; and (4) learning technology can be used as a learning resource that presents material in a more interesting way (Danim, 2008: 3–4).

The existence of ICT-based learning has become a demand for 21st century learning. 21st century learning requires students to have adequate knowledge and skills in accordance with the dynamics of globalization. Sutrisno (2005: 12) explains that the skills in question are communication skills, collaboration, creative and critical thinking, trying to solve problems, and being personally and socially responsible. In 21st century learning, students are also required to be able to master information and communication technology in order to obtain information from various sources and be able to work together with other individuals and groups.

In this era, the use of learning media that utilizes technology is a necessity and a demand for the times. Therefore, a teacher needs to be aware of this. Students will be more interested if the teacher can touch the world of students, namely technology. In this case a teacher can make the learning process more interesting by utilizing or using a choice of learning media that is appropriate to the material

and using students' abilities to operate technology so that students are more interested in learning so that learning objectives will be achieved properly.

Etymologically, the meaning of the delivery of messages from the sender to the recipient of the message. Specifically, the introduction of media in the teaching and learning process is defined as graphic, photographic, or electronic tools for capturing, processing, and rearranging visual or verbal information. Azhar Arsyad (1996: 3), in Salamah (2017: 62).

In the enhanced 2013 curriculum, especially for class XI SMK students, there are several writing skills, one of which is writing procedure text. Procedure text learning serves to explain the steps that must be taken to achieve a certain goal. The basic competencies (KD) that are in accordance with this study are KD 4.2 developing procedure texts by paying attention to the results of analysis of content, structure and language. This is contained in the Indonesian language syllabus for Class XI in the 2013 curriculum.

A procedural text is a text that aims to provide direction or teach about the steps of something that has been determined. A procedural text is a text that shows a clear and orderly series of actions or steps that must be carried out to produce a desired goal. The procedure text contains an observation or experiment. Procedure text has a thinking structure: title, purpose, list of materials, sequence of stages of implementation, observations, and conclusions. Thus, procedural text is a text that contains objectives to provide directions and steps in doing or making something and is presented in a coherent or structured manner.

In the 2013 curriculum, procedural text learning is in KD 3.19 and KD 4.19 as well as KD 3.20 and KD 4.20. Specifically for the skills to design general statements and the stages in procedural text related to the field of work with the right organization orally and in writing the procedural text is in KD 4.19. Whereas KD 4.20 is 4.20 Developing procedural texts related to the field of work by paying attention to the results of analysis of content, structure and language. This means that students must be able to master these basic competencies. Based on these problems, to overcome the obstacles that occur to students regarding developing procedural texts and other obstacles, especially the use of technological learning media which is still minimal, teaching materials are needed that are packaged in an

interesting, creative, and innovative learning media needed so that encourage students to improve their learning outcomes. This learning media is used to assist students in understanding the information or messages to be conveyed, as well as solving the obstacles experienced by students, especially the use of learning media.

The approach used is a scientific approach, which is applied to class XI students of SMKN 1 Soreang to improve their ability to develop procedural texts. The scientific approach departs from how students carry out five stages, namely: observing, asking, reasoning, creating, and communicating. With a scientific approach, it can be defined as learning that is designed to increase the active participation of students in constructing concepts, laws, or principles through the stages of observing (to identify or find problems), formulating problems, submitting or formulating hypotheses, collecting data with techniques, analyzing data, drawing conclusions, and communicating the concepts, laws, or principles found. The scientific approach will touch on three domains: attitudes (affective), knowledge (cognitive), and skills (psychomotor). With such a learning process, it is hoped that the learning outcomes will give birth to students who are productive, creative, innovative, and affective through integrated knowledge of attitudes, skills, and knowledge.

One of the interesting, creative, and innovative learning media by utilizing sophisticated and easy-to-use technology is android application-based media. white. The use of whiteboard animation is usually done by YouTube content creators, especially those who create educational content. In general, whiteboard animation displays illustrations and pictures while explaining information. During the pandemic, many educators used android applications to create learning media that were delivered to students. One of the interesting, creative, and innovative learning media by utilizing sophisticated and easy-to-use technology is android application-based media. white. The use of whiteboard animation is usually done by YouTube content creators, especially those who create educational content. In general, whiteboard animation displays illustrations and pictures while explaining information. During the pandemic, many educators used android applications to create learning media that were delivered to students.

As technology develops, mobile learning emerges as a continuation of e-learning which has more specific characteristics. E-Learning tends to use PCs and the internet as the main media, while mobile learning media delivery is limited to mobile devices or devices, such as mobile phones, gadgets (gadgets), and so on. Therefore, mobile learning is considered easier and more flexible because students can use it anytime and anywhere. Android applications are also one of the uses of mobile learning.

Bates (2008) in Benny A. Personal (2019: 26) suggests the factors needed for consideration in choosing learning media and technology are called ACTIONS, which stand for access, cost, technology, interactivity, organizational change, novelty, and speeds.

## **METHOD**

The research method used in this research is the R&D (Research and Development) method. Research and development methods or in English Research and Development are research methods used to produce certain products, and test the effectiveness of these products.

According to Winarni (2018: 248), Research and Development (R&D) or research and development is a process or steps to develop a new product or perfect an existing product so that it can be accounted for. Based on the definition above, it can be explained that the R&D method is a research method used to produce certain products and to perfect a product in accordance with the references and criteria of the product being made so as to produce a new product through various stages and validation or testing.

The researcher conducts research first to collect the amount of data needed, then develops the system and tests and evaluates the system created. The research carried out is development research that aims to develop a product. The resulting product is in the form of developing a learning approach, namely a scientific approach assisted by the Android application Benime White Board Animation.

The product validation criteria refer to a questionnaire given to experts, users and audiences with a scale of 4 then the data for each aspect is calculated to

get the average score which will be presented with the eligibility provisions as in the following table:

Table 1. The Product Validation Criteria

<b>The Product Validation Criteria</b>			
Score	Percentage	Criteria	Interpretation
4	76-100%	Very Valid	The product can be used immediately without improvement
3	51-75%	Valid	The product can be used immediately with little improvement
2	26%-50%	Quite Valid	The product can be used immediately with lots of improvements
1	0%-25%	Invalid	Product cannot be used

## RESULT AND DISCUSSION

### Result

Results Research and development (R&D) carried out refers to the ADDIE model. The model is divided into five stages: (1) Analysis, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation. The development of Benime White Board Animation as teaching material for writing procedural text has several advantages. This application can be used without the teacher having programming skills. After developing, the next step is validation, which is carried out with this teaching material by two experts, namely media and material experts. Media expert who is a TKJ teacher, Yogie Suardi, S.T. Meanwhile, the subject matter expert is a Lecturer in Indonesian Language and Literature Education, Prof. Dr. Hj. Euis Eti Rohaeti, M.Pd., and Dr. Rochmat, M.Pd. In addition, there is a validator from an

Indonesian language teacher at SMKN 1 Katapang, Tetty Sugiharti, M.Pd., and chairman of the Bandung Regency MGMP.

### 1. Product Feasibility Test Data Results According to Material Experts

Aspects in the assessment carried out by material experts, which include aspects of topic suitability in the development of learning media, coherence in the presentation of learning to write procedural text, suitability of competency standards with indicators, suitability of competency standards with basic competencies, conformity of procedure text content with learning media, clarity of material exposure, the accuracy of the content to motivate students, the suitability between the content and the learning objectives, the ease of language used in learning media, the use of the android application benime white board animation right in the learning syntax.

**Table 1. Average Rating by Material Experts**

No	Statement	Percentage	Validity Level	Information
1	Suitability of the topic on the development of learning media	80 %	Very Valid	Not Revision
2	The curvature of the presentation of learning to write procedural text	80 %	Very Valid	Not Revision
3	Suitability of competency standards with indicators	80 %	Very Valid	Not Revision
4	Suitability of competency standards with basic competencies	80 %	Very Valid	Not Revision



No	Statement	Percentage	Validity Level	Information
5	Suitability of the contents of the procedure text with learning media	85 %	Very Valid	Not Revision
6	Clarity of presentation of the material	80 %	Very Valid	Not Revision
7	The accuracy of the content of the material to motivate students	90 %	Very Valid	Not Revision
8	Suitability between content and learning objectives	80 %	Very Valid	Not Revision
9	Ease of language used in learning media	85 %	Very Valid	Not Revision
10.	The use of the benime white board animation android application is appropriate in the learning syntax	85 %	Very Valid	Not Revision
<b>Score Results</b>		<b>82,5 %</b>	<b>Very Valid</b>	<b>Not Revision</b>

The results of the ease of language used in learning media, the suitability of the content of procedure text with learning media, the use of the android application benime white board animation appropriate in learning syntax has a value of 85%, then the aspect of topic suitability in the development of learning media, the coherence of presentation of learning to write procedural text, the suitability of competency standards with indicators, the suitability of competency standards with basic competencies, the suitability of procedural text content with learning media Clarity of material exposure, suitability between content and learning objectives, the ease of language used in learning media has a value of 80%. Therefore, the



average acquisition of the aspect score if assessed as a whole is 82.5%. The score is then converted and it is concluded that this application is included in the **very valid** criteria according to material experts.

## 2. Product Feasibility Test Data Results from Media Experts

Aspects assessed for the development of a Benime white board animation application, namely design aspects in accordance with the content of the material, the font type used is appropriate, the font size used is appropriate, the animation and video are in accordance with the material, the animation and video used are attractive, the layout of the image attractive, appropriate text layout, appropriate image size, attractive colors, attractive layout. Media experts gave two assessments, in the first stage an assessment and revision of the application were carried out, then a second assessment was carried out which obtained the results of a permit for a field test.

**Table 2. The average rating of media experts**

No	Statement	Percentage	Validity Level	Information
1	Design according to the content of the material	85 %	Very Valid	Not Revision
2	The typeface used is appropriate	85 %	Very Valid	Not Revision
3	The appropriate font size is used	85 %	Very Valid	Not Revision
4	Animations and videos according to the material	90 %	Very Valid	Not Revision
5	The animations and videos used are interesting	85 %	Very Valid	Not Revision
6	Attractive layout	85 %	Very Valid	Not Revision
7	Appropriate layout	85 %	Very Valid	Not Revision
8	Correct image size	80 %	Very Valid	Not Revision

No	Statement	Percentage	Validity Level	Information
9	Interesting color	85 %	Very Valid	Not Revision
10	Interesting layout	85 %	Very Valid	Not Revision
<b>Score Results</b>		<b>83,5 %</b>	<b>Very Valid</b>	<b>Not Revision</b>

Based on the table above, it can be seen that the Benime White Board Animation application gets the highest score on the animation and video aspects according to the material with a value of 90%, while the lowest score is on the right image size which only gets 80%, the average percentage is then the overall score obtained from various aspects, namely 83.5%. Based on the assessment of media experts, this is a very valid criterion.

### 3. Product Feasibility Test Data Results from Indonesian Language Teachers

The aspects assessed by the Indonesian teacher are the same aspects as the experts, namely material and media. Therefore, the aspects are curriculum, presentation of material, skills, language, display, software, and implementation.

**Table 4. The average rating of Indonesian language teachers**

No	Statement	Percentage	Validity Level	Information
1	The level of relevance of learning media to the curriculum	90 %	Very Valid	Not Revision
2	Facilitate teachers in teaching Indonesian subjects in the material of writing procedure texts	90 %	Very Valid	Not Revision
3	Help the teacher in conveying the material	90 %	Very Valid	Not Revision
4	Evaluation in learning media can improve	90 %	Very Valid	Not Revision

No	Statement	Percentage	Validity Level	Information
	students' understanding of the ability to write procedural texts			
5	Conformity between the contents of the material with SK and KD	100 %	Very Valid	Not Revision
6	Suitability of the size and type of letters used in learning media	85 %	Very Valid	Not Revision
7	Compatibility of pictures/illustrations with the material	85 %	Very Valid	Not Revision
8	The attractiveness of the language used in learning media	85 %	Very Valid	Not Revision
9	Students are motivated to participate in learning Indonesian.	85 %	Very Valid	Not Revision
10	The role of the media in learning Indonesian	85 %	Very Valid	Not Revision
<b>Score Results</b>		<b>88,5 %</b>	<b>Very Valid</b>	<b>Not Revision</b>

As can be seen from the table above, the highest score is in the suitability between the contents of the material with SK and KD, with a value of 100.00%. Aspects of the level of relevance of learning media to the curriculum, making it easier for teachers to teach Indonesian language subjects in writing procedure text material, assisting teachers in conveying material, Evaluation in learning media can increase students' understanding of the ability to write procedural texts with a value of 90%. , Size and type suitability of the letters used in the learning media, the suitability of the pictures or illustrations with the material, the attractiveness of the language used in the learning media, students motivation to participate in learning Indonesian, and the role of the media in learning Indonesian with a score of 85% If averaged, the overall value is 88.5%. Then, convert it and get a conclusion

regarding teaching materials that can be used to write a procedure text according to the Indonesian teacher, which is included in the very good criteria. Overall, the Indonesian teacher considers this application to be extraordinary and creative, and the images displayed are attractive.

#### 4. Large Group Trial

This large group trial was carried out to see students' interest in the revised application based on input from material experts, media, and Indonesian language teachers. Based on the results of the analysis of student response questionnaire data in class XI who attended SMK 1 Soreang with a total of 36 people.

**Table 5. Results of Assessment of Student Responses**

No	Statement	Average		
		Score	Percent	Category
1	Benime whiteboard animation android application media motivates me to study	4,53	90,59%	VA (Very Agree)
2	<i>I can learn actively and independently with the Benime White Board animation android application media</i>	4,29	85,88%	VA (Very Agree)
3	I can study according to the speed and intensity of my independent study	4,41	88,24%	VA (Very Agree)
4	I prefer learning with the Benime White Board Animation android application media than any other media	4,15	82,94%	A (Agree)
5	I can understand the material and exercises presented	4,32	86,47%	VA (Very Agree)
6	The Benime White Board animation android application media improves my	4,53	90,59%	VA (Very Agree)

No	Statement	Average		
		Score	Percent	Category
	understanding of procedural text, especially structure (objectives, tools and materials, steps, and closing) and language (imperative sentences, conjunctions, and adverbs) in procedural text.			
7	I can study this text material easily because it is presented clearly	4,56	91,18%	VA (Very Agree)
8	I can read procedural texts easily because the font type and size used are correct	4,35	87,06%	VA (Very Agree)
9	I like the appearance of the Benime Whiteboard Animation android application media because it has a matching composition	4,21	84,12%	VA (Very Agree)
10	I can understand the material with the help of good quality pictures and videos	4,53	90,59%	VA (Very Agree)
11	I can operate the Benime White Board animation android application easily	4,24	84,71%	VA (Very Agree)
12	I can use the Benime Whiteboard Animation android application media to study anytime and anywhere	4,47	89,41%	VA (Very Agree)
13	This Benime Whiteboard Animation android application learning media improves my procedural text writing skills.	4,12	82,35%	A (Agree)

Based on the table above, an average value of 87.24% is obtained with a score of 4.36, so it can be concluded that the student responses are in the very good category (SB). In addition to quantitative data, some qualitative data was also obtained in the form of student responses to the Benime White Board Animation Android application. The following are some of the responses presented in the table below:

**Table 6. Student Responses/Comments**

No	Responces/Commets
1	The application is good, easy to understand and can be used anywhere and helps us in learning.
2	The explanation of the material is clear, but colors can also be created, and maybe various decorations can be given to make it more interesting to read.
3	The explanation of the material is also complete and easy to understand. the only drawback is the display and the videos which are less varied and interesting because there are no illustrations.
4	The material presented in the application is easy to understand. The language and flow of the presentation are easy to understand. It's just that the appearance of the application is, in my opinion, a bit unattractive. Maybe it can be improved again so that students are more interested and motivated to use the application.
5	This application is good because right now it is also post-pandemic so it makes it easier for students to learn and the language used is easy for everyone to understand.

## Discussion

Experts related to the material assess aspects related to the accuracy of the content of the material to motivate students then the ease of language used in learning media, the suitability of the contents of the procedural text with the learning media, the use of the android application benime white board animation

right in the learning syntax, in addition to the suitability aspect topics on the development of learning media, the coherence of the presentation of learning to write procedural texts, conformity of competency standards with indicators, conformity of competency standards with basic competencies, conformity of procedure text content with learning media Clarity of material exposure, suitability between content and learning objectives, ease of language used in the media learning which has an average percentage value of 82.5% or very good so that the Benime White Board Animation android application is categorized as very feasible to be used or utilized by students as a learning resource. excellence also appears in the accuracy of the content of the material to be able to motivate students.

The results obtained regarding the feasibility of the media carried out by media experts obtained values with the design category according to the content of the material, the type of font used is appropriate, the font size used is appropriate, the animation and video are in accordance with the material, the animation and video used are attractive, the layout of the image interesting, appropriate writing layout, appropriate image size, attractive colors, attractive layout obtained a score of 83.5% (very good) which resulted in the Benime White Board Animation android application being categorized as very suitable for use as a student learning resource. The highest score was obtained for the aspect of animation and video with a score of 90%, especially for indicators of ease and simplicity in operation and display design according to the level of the user. The Benime White Board Animation android application does have a simple appearance, but is filled with varied colors so students don't get bored easily. In addition, the method of use makes it very easy for students because it is like an Android application in general. Meanwhile, the lowest score among other aspects is the aspect of image size with an average percentage of 80.00%. Thus, media experts give an assessment that is included in the very good category.

Assessment of Indonesian teachers from the aspect of the level of relevance of learning media to the curriculum, makes it easier for teachers to teach Indonesian subjects on procedural text writing materials, assists teachers in conveying material, evaluation in learning media can increase students' understanding of the ability to write procedural texts, suitability between content material with SK and KD,



suitability of size and type of letters used in learning media, suitability of pictures/illustrations with material, attractiveness of the language used in learning media, students are motivated to participate in learning Indonesian, the role of media in learning Indonesian gets an average score of 88.5% with very good criteria so that the Benime White Board Animation android application is categorized as very feasible for students to use in helping them understand procedural texts. According to the Indonesian teacher, the Benime White Board Animation android application is very interesting and innovative because it contains various materials in the form of images, text or videos. Based on this, Benime White Board Animation can assist teachers in conveying learning about procedure text. With technology, teachers are no longer the only source of learning for students and android-based applications as learning media are expected to foster and encourage student enthusiasm for learning (Yanti & Huda, 2020). However, the weakness is in the language which is too long, namely the text in the form of student instructions in carrying out the learning steps. Thus, the Indonesian teacher gives an assessment that is included in the very good category.

Based on student responses from the questionnaire that was given to see student responses or responses regarding the Benime White Board Animation application, an average percentage was obtained of 87.42% with the criteria of strongly agreeing with the implementation of the Benime White Board Animation android application. The highest score, namely 91.18%, was obtained in the indicator "I can learn the material easily because it is presented clearly". It is learning steps with various instructions given to students. These steps have been described and accompanied by learning objectives so that students will be able to understand learning through the media of this Benime White Board Animation android application.

Meanwhile, the next value is 90.59% obtained in several indicators, namely "The Benime White Animation android application media motivates me to learn", "The Benime White Board Animation android application media improves my understanding of procedural text, especially the structure and the language of procedural text, and "I can understand the material with the help of pictures and videos with good quality". The material contained is very varied and innovative,

mixing and matching images, text, and videos. This is done to facilitate students access to material packaged in an interesting way. In addition to the high score, various indicators also obtained the lowest score among the other scores on the indicators "I prefer learning with the Benime White Board Animation android application media than other media" and "The Benime White Board Animation android application learning media improve my procedural text writing skills," which got a score of 82%. These two indicators are related because they require implementation or application in class.

In this study, it only reached the stage of seeing student responses, not yet reaching the stage of implementing it in class by delivering procedural text material, so that pretest or posttest statistical data were not obtained from students' work on writing procedural texts because in this study it only reached the stage of compiling and producing teaching materials.

## CONCLUSION

Based on the process of developing the results of the validation and discussion of teaching materials for writing complex procedure texts with a scientific approach using Benime White Board Animation media in class XI SMKN 1 Soreang, it can be concluded that the media can create fun learning, thereby increasing student learning activities, especially in understanding the structure and language rules of complex procedure texts. The planning of teaching materials developed is in the form of complex procedural text material with a scientific learning approach using the Benime White Board Animation android application media to improve student learning outcomes in class XI SMKN 1 Soreang. The developed product also fulfills the components of a good teaching material to use because the teaching material is in accordance with KI-KD, according to student circumstances, the language used is easy, the video images with material are attractive, and the size and font are attractive, which will motivate students to be more enthusiastic about learning so that learning outcomes also increase.

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