

The logo for ARTESH 2020 features a stylized 'A' composed of three overlapping triangles in red, teal, and orange. To the right of the 'A' is the word 'ARTESH' in a bold, sans-serif font, with 'ART' in teal and 'ESH' in red. To the right of 'ARTESH' is the year '2020' in a red, sans-serif font.

ARTESH 2020

2nd INTERNATIONAL CONFERENCE ON ART
FOR TECHNOLOGY, SCIENCE AND HUMANITIES

2nd International Conference 2020

As part of publication of
International Conference on Art For Technology,
Science and Humanities
"Challenges of Art in Practice and Education in Virtual Space
Discourse (Reflection, Interaction and Projection)"

Virtual Culture Hub, CADL,
Institute Technology of Bandung

November 30 - December 1, 2020

Proceeding Abstract Conference

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Institut Teknologi Bandung
Indonesia.



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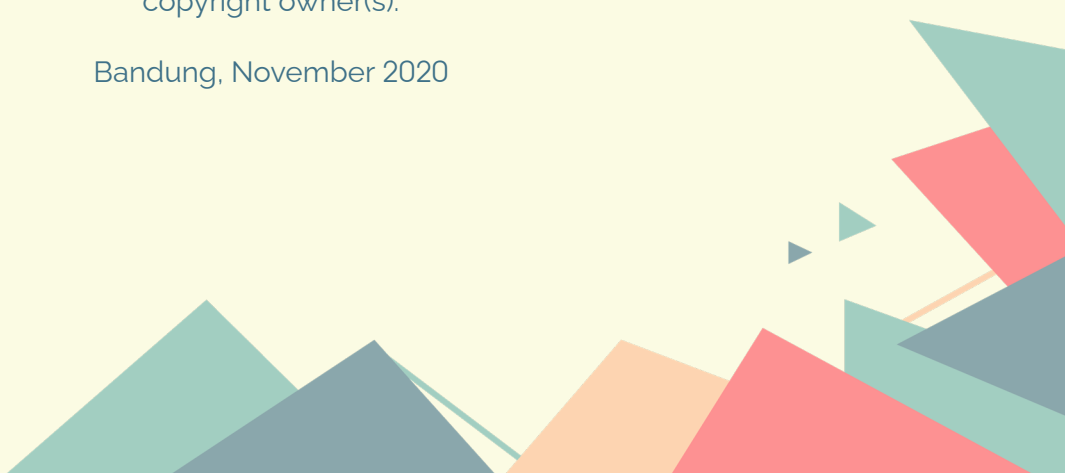
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Bandung, November 2020



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About 2nd IC ARTESH 2020

(ART FOR TECHNOLOGY,
SCIENCE AND HUMANITIES)



The Next Big Thing In Art Integrated Learning: Asynchronous learning video by using Youtube

Riyan Hidayatullah

Performing arts are supported by numerous aspects of art, such as music, dance, and theater. Integrated learning was implemented in a traditional Lampung music class held by the Department of Dance Education, University of Lampung. Although the course is done on the subject of music, the materials and learning models applied in the form of merging music and dance. In performance art, especially Lampung, dance and music are always combined into full performance music, and vice versa. It emphasizes dance accompaniment music in this course because music accompanying skills are often needed for dance and music students. This learning model was developed in traditional music classes organized by the department of dance education. Before conducting field research, questionnaires are given to students and alumni (N=45) to find out the level of their needs on this course. Student activity, music knowledge, and complimentary dance and music course materials were identified in this study. Learning is recorded and uploaded to YouTube so that the material can be re-accessed (asynchronous) by students whenever they need it. As a result, dance and music competencies are completely mastered in this course. Through student's and alumni's answers, the skills of accompanying dance music are needed to teach and produce performances. Alumni and last students are spread throughout Lampung, and this course has been taught for several years. Especially in the Lampung region, music and dance competencies are needed for art scholars. This instructional model is needed to teach art, manage art groups, the art community, and the dampness of non-formal art education healed by "sanggar."

Keywords: Integrated learning, YouTube, music, traditional, Lampung, asynchronous

The Development of Video for Digital Illustration Tutorial

Vidya Kharishma

Learning video is a popular medium for the digital illustration tutorial. However, these videos vary on how it delivers the instructions and information. This research aims to provide a strategy and structural development of video for the digital illustration tutorial. The video development for this research is based on screencast video that usually used for making a video for the digital illustration tutorial. Therefore, video software that has a screencast tool is a must on development video based on this research. The design methods for developing a video is a multimedia development model assisted by four-step screen capture processes. The model consists of several stages, namely: (1) Assessment or Analysis, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation. To determine the feasibility of the product, media experts and subject experts tested the video. After that, students give feedback on video by filling questionnaires. The results show that the video is very suitable and feasible to be used.

Keywords: Learning video, Digital illustration, Screencast, Tutorial video