3D Caricature Making Training Through the Utilization of Artificial Intelligence (AI) for KB Belia Puraya Teachers

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Abstract

3D Caricature Making Training through the Utilization of Artificial Intelligence (AI) for teachers at KB Belia Puraya aims to improve teachers' technological skills in utilizing AI to create more creative and interesting learning media for early childhood. 3D caricatures produced through AI-based software not only have a positive impact on teachers' technical skills, but also enrich children's learning experiences with more vivid and expressive character visualizations. This training involves a hands-on practice method, where participants are taught step by step in using AI to create 3D caricatures that can be used as teaching aids in various subjects. The results of the training showed a significant increase in teachers' digital skills, as well as the application of more innovative technology in classroom learning. Although there were some challenges related to limited time and technological facilities, this training provided a strong foundation for teachers to develop creativity in compiling interesting and interactive learning materials. The use of AI is expected to open up new opportunities in the world of early childhood education, facilitating more effective and enjoyable teaching.

Keywords : Training, 3D Caricature, Artificial Intelligence, Learning, Technology, Teachers, Early Childhood Education

Introduction

Along with the rapid development of technology, the world of education faces new challenges in utilizing digital technology to improve the quality of learning. At the early childhood education (PAUD) level, especially in institutions such as KB Belia Puraya, technology can be a very effective tool in introducing new concepts to children in a fun and interactive way. One form of technology that has great potential is Artificial Intelligence (AI), which can be applied in various aspects of learning, including in making 3D caricatures (Nurma, 2022) .

3D caricatures as a visual medium have a strong appeal, especially for children, because their form is more alive and can display more dynamic expressions. Using caricatures in learning activities can have a positive influence on the way children understand the material, introduce new concepts in a more fun way, and stimulate their imagination and creativity. However, making 3D caricatures requires design skills and software that are often beyond the reach of most educational institutions at the elementary level, especially for those who do not have a background in graphic design. (Halawa, 2019) .

In reality, many teachers in early childhood education institutions, including KB Belia Puraya, have limitations in using sophisticated technology to enrich students' learning experiences. Despite having a high commitment to developing students' creativity and skills, limited resources and lack of technical skills in utilizing software are often obstacles. One solution to overcome this problem is to utilize AI for easier and faster 3D caricature creation. AI technology now allows for automatic caricature creation with quite realistic and attractive results, even for those who have no graphic design experience.

With the use of AI, teachers can create 3D caricatures for various purposes, such as illustrating teaching materials, introducing characters or figures in stories, or for other activities that can enrich classroom learning. AI also makes it easier to create caricatures because many platforms offer easy- to-use interfaces, even with a little training, teachers can still produce quality work. (Wahdani, 2023) .

Seeing this great potential, 3D caricature making training through the use of AI is very relevant and necessary at KB Belia Puraya. This training aims to provide basic skills in using AI technology in making 3D caricatures to teachers at KB Belia Puraya, so that they can be more

creative and innovative in designing learning materials that can attract attention and increase student engagement.

Thus, this training is not only a means to improve the technical skills of teachers, but also to introduce new concepts in the world of digital design that can have a positive impact on the education process and development of children at KB Belia Puraya. This is expected to open up opportunities for schools to make greater use of technology in learning and present a more interesting and interactive learning experience.

Research Methods

Training Making 3D caricature through Utilization of Artificial Intelligence (AI) for teachers at KB Belia Puraya use approach training based on practical work with learning by doing technique . Method training This designed For ensure the participants can direct apply the knowledge they have get during training .

Training This will focus on practice direct use application AI- based designed For make 3D caricature . With method this , participants can in a way direct develop skills making cartoons , and understand various functions and features available on the device AI software . Participants will guided step by step in the process of making cartoon , from election picture reference until rendering stage for produce 3D image .

Results and Discussion

Training Making 3D caricature through Utilization of Artificial Intelligence (AI) for teachers at KB Belia Puraya show positive and successful results reach the goals that have been determined . Based on observation , evaluation , and feedback come back from participant during and after training , following is results achieved :

Improvement Skills Teacher Technical in Use of AI

Part big participant show improvement significant skills in use device AI software for make 3D caricature . At the beginning training , many participants who have not own experience in design graphic and use of AI. However , after follow session demonstration and practicum independent , participant can with fluent operate device soft the For make 3D caricature of picture photo . Success This show that with proper training , teachers who do not own background behind technical can with easy control technology new .

Creativity in Making 3D Caricature

Participant show level high creativity in create various 3D caricatures . Caricatures made No only functioning as representation face a person , but also includes appropriate elements of humor and imagination with character student or teaching materials you want delivered . The participants succeed develop various design creative 3D caricatures , good That For character figure in story or For illustration material lesson .

Understanding About Integration 3D Caricature in Learning

The participants can understand and plan method For integrate 3D caricature in activity learning everyday in class . Some ideas proposed by participants including use 3D caricature for make material more learning interesting , like introduce figure or character in the story taught , making illustration For concepts abstract , or even use caricature For create promotional media more school This life show that participant No only control skills technical , but also can apply it in context education .

In general overall , training This succeed reach objective the main thing that is give skills technical in making 3D caricature with utilise AI technology , as well as open opportunity new for teachers to more creative in develop material more learning interesting and interactive for student .

Discussion

Training Making 3D caricature through Utilization of Artificial Intelligence (AI) for teachers at KB Belia Puraya give outlook new about How technology can used For increase quality learning child age early . Training process This No only increase skills technical teacher, but also opens up opportunity For integrate technology in a deeper learning process creative and interesting. Based on results training , there is a number of matter important things to do discussed more carry on.

Role Technology in Learning in Childhood Education Early Age (PAUD)

In PAUD context , use technology like AI can enrich method teachings that have been This more traditional . 3D caricatures , which were originally more known in the world of entertainment or design graphics , now can used as tools for interesting attention children . With making 3D caricature , material lessons taught can more live and make it easy student in understand abstract concepts , such as character in story , expression face , or emotions . This create experience learn more interesting and possible children For more involved in the learning process .

The use of AI in making 3D caricatures also allow teachers to make content that can customized with need students , good in matter characteristics or level understanding them . For example , a teacher can make 3D caricature depicting figure story with expression different face For emphasize emotion certain , or create picture a more relatable character for students . This show How technology can increase involvement student in learning .

Improvement Teacher Skills in Digital Technology

One of significant results from training This is improvement digital skills of teachers at KB Belia Puraya . Many of those who previously No own experience in design graphic or utilization technology in learning , but after follow training , they can operate device AI software for make 3D caricature with Enough okay . This show that with the right approach , training based on practice can help teachers to control technology new although without background behind strong technical .

Training This also provides impact positive to trust themselves as teachers. They No only Study skills technical , but also obtain outlook new about How utilise technology For support the learning process teaching . This is open potential for they For more creative in develop more teaching materials interesting and varied .

Creativity in Learning

During training , participants show level high creativity in apply the skills they have learn . 3D caricatures made No only become representation character , but also reflects imagination and creativity of teachers in introduce teaching materials . As example , some participant change characters in the story taught become form more 3D caricatures alive and expressive . This leading to creation material more personalized and easier learning understood by children .

Besides that , the result The resulting caricature can also be used For promotional media needs school . For example , using 3D caricature of teacher or student as part from material promotion or For introduce various activities that exist at school . This is No only enrich experience Study children but also helps school For introduce himself with a better way creative .

Utilization of AI in Context Learning

The use of AI in making 3D caricatures allow efficiency more time and accessibility Good for teachers. Previously , the creation of 3D caricature requires device hardware and devices expensive software as well skills design high graphics . However , with the presence of AI, the manufacturing process caricature become more fast and easy , even for people who don't own background behind design graphics . This open opportunity for more Lots school , especially school basic and early childhood education, for utilise technology in teaching they .

However however , even though AI technology offers Lots convenience , limitations technical in matter internet connection and devices less hard adequate in some school become challenge . Therefore that , for success implementation AI technology in learning , support adequate infrastructure become very thing important .

Challenges Faced

During training , some challenges faced participant is difficulty in control Features advanced from device AI software , especially for participants who do not used to use technology design graphics . Some participants also felt limited in matter time exploration For more understand potential full device soft said . Although Thus , the challenges This can overcome through guidance direct and support more carry on post-training , such as giving material addition or session consultation .

Besides that , there are also challenges related with adaptation technology in activity classroom learning . Teachers need it time For think about How integrate 3D caricature in various aspect learning they , especially with limitations the time available in timetable teach . Therefore

that , training advanced or session share experience between teachers can help in overcome challenge This .

Plan Action Continue and Implementation

Training This ended with participants who plan For integrate skills making 3D caricature in teaching they . Many teachers are interested For utilise 3D caricature in learning media or For introduce character figure story in book lessons . Some teachers also plan use 3D caricature for promotion activity school . With existence plan act carry on this , training This expected can give impact term length on how teachers develop classroom learning .

Besides that , participants are also advised For do exploration more carry on through another AI platform or device other software that can used For making cartoons , so that they can more know potential full technology This .

Conclusion

Training Making 3D caricature through Utilization of Artificial Intelligence (AI) for teachers at KB Belia Puraya succeed reach the purpose with significant . The participants show improvement skills in use AI technology for make creative and interesting 3D caricatures . Training This No only increase skills technical for teachers, but also opens up opportunity new For integrate technology in the learning process child age early .

From training this , the teachers succeeded understand method leveraging AI for make 3D caricature that can used as a more learning medium alive and interactive . With develop more learning media interesting , like 3D characters that can describe expressions and characteristics certain , teachers can enrich experience Study students and make material learning more easy understood .

Although There is challenge related limitations time and facilities technology in some school , training This give strong foundation for teachers to Keep going develop their digital skills and apply technology in activity teaching . Besides that , training This show that AI technology can accessed and used with effective by teachers without need background behind in- depth technical , with proper guidance and support .

In general overall , training This give impact positive in increase digital skills of teachers at KB Belia Puraya and opening opportunity for they For more creative and innovative in the learning process ..

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