



Utilization of the VivaVideo Application During Covid-19

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Abstract— The use of the VivaVideo application for education during the Covid-19 pandemic is very much needed because distance learning is carried out; the VivaVideo application makes it easy for educators to carry out a fun learning process and does not require an internet network. In remote areas with limited internet, using the VivaVideo application as a learning medium is a suitable solution because VivaVideo does not need an internet network; educators can use the VivaVideo application as a learning medium by sharing videos explaining material made in the VivaVideo application to students. An example is the use of the VivaVideo application in elementary schools as a social science learning medium.

Keywords— Covid-19, During, VivaVideo

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I. INTRODUCTION

The coronavirus, better known as Covid-19, initially appeared in Wuhan, closing many access, but the virus has arrived in Indonesia (Hay, 2020). The Covid-19 virus is a virus that affects the body's immune system and causes inflammation of the throat. In 2019 the Covid-19 virus entered Indonesia, which caused schools and public places to be temporarily closed until the Covid-19 virus disappeared from Indonesia. The spread of the Covid-19 virus has significantly impacted the people of Indonesia, especially in the learning

process at schools, such as learning that must be done remotely or online (Yunus & Rezki, 2020). The online system is a learning system that uses a network to carry out distance learning activities (Jamaluddin et al., 2020). The online learning system at first did not run smoothly because education in Indonesia had never used the system before. It needed adaptation in further learning, and educators experienced doubts because of what the online learning system was like. Educators are forced to change the RPP into an online lesson plan where learning and learning methods are different from face-to-face learning systems. Distance

learning is not practical because of several obstacles that occur, especially in remote areas such as in less developed areas which have limited access to the internet network and the lack of understanding of elderly teachers towards technology, resulting in the learning process not running effectively (Teknologi et al., 2014). In addition to the need for more access and technology, students' economic limitations also affect learning effectiveness. Students who do not have a smartphone will find it very difficult if the distance learning process is carried out with little consideration (Siahaan, 2020). The considerations that must be looked at are limited internet access, economic limitations, and limited teachers who understand technology. Technology that has developed has resulted in many elderly teachers not understanding technology (Wajib et al., 2017). The development of influential technology in education during the Covid-19 pandemic resulted from an online learning system; innovations emerged that would be needed during the Covid-19 pandemic. The technology needed is a communication tool, for example, a smartphone, that can be used to communicate and meet the needs of an online learning system.

Apart from education, Covid-19 has also had an impact on the economic sector, which has resulted in the closure of large malls, traditional markets and small shops, making it very difficult to meet daily needs, and many business actors have complained about their businesses being closed due to the Covid pandemic. -19. Business actors do business or work as traders (Amalia, 2013). Business actors can be traders, farmers, breeders and entrepreneurs. The Covid-19 pandemic period they have had a considerable impact, especially on small traders, resulting in their businesses going bankrupt from the post-Covid-19 pandemic closure. In addition, the closure also significantly impacted the general public, who wanted to meet their daily needs; it was tricky because they were not allowed to leave the house. Other impacts in the economic sector such as the paralysis of the country's economy due to the Covid-19 pandemic (Sumarni, 2020). The downturn in the economy also had an impact on the transportation sector, which was closed due to the Covid-19 pandemic. The large number of unemployed caused by the spread of Covid-19 was due to traders who experienced business failure (Nopiana et al., 2022) res, employees who were laid off and employees who

had reduced working hours. Causing economic problems, employment, which was difficult at first, coupled with the spread of the Covid-19 virus, made employment more difficult and caused many unemployed people who did not work after Covid-19 took place.

After the Covid-19 pandemic, tourist attractions were closed because there was a lot of transmission of Covid-19 that occurred when crowded places were opened, such as amusement parks and other tourist attractions (Publikasi & Iakn, 2020) will, cause the spread of the Covid-19 virus quickly, the spread of Covid-19 can pass through touch. As a result of Covid-19, tourist attractions in Indonesia have decreased drastically, impacting the economy, which has slumped during Covid 19 (Kaunang & Minahasa, 2021). To prevent the transmission or spread of the virus, the government took steps to carry out PSBB, namely Large-Scale Social Restrictions. The impact of the PSBB actions carried out by the government was that closed tourist objects suffered losses and were no longer maintained because the costs incurred were very large for maintenance (Najeed et al., 2022), while the incoming turnover was not. There is. Not only in tourist objects but the implementation of the PSBB also impacts places to eat, which must be closed because, in these places, the spread of the virus is likely to be relatively fast. As with other public places that were closed by the government after the Covid-19 pandemic, the government also closed roads (Thorik, 2020). The government feels that the PSBB needs to be more effective because many people still violate the rules, so the government stipulates a new regulation called PPKM. PPKM, namely the Implementation of Restrictions on Community Activities, the establishment of new PPKM regulations will be legalized in 2021, which will take effect in stages starting from level I to level IV (Wahyudin Darmalaksana, 2021). In determining PPKM, many Indonesian people were disappointed because road access was still closed even though vaccinations had been carried out in every area.

The Indonesian government paid great attention to the community during the Covid-19 pandemic; an example of the attention given by the government during the Covid-19 pandemic was the amount of assistance provided by the government to the people of Indonesia (Pendapatan et al., 2016). Such as MSME assistance for businesses, PKH for

people experiencing poverty, BLT for assistance to families affected by the Covid-19 pandemic and other direct assistance. The government also provides vaccines for handling Covid-19. MSME assistance is assistance for micro, small and medium enterprises given to business actors whose businesses are affected by Covid-19; the order pays close attention to business actors affected by Covid (Ekonomika et al., 2012). PKH assistance is a Family of Hope program for economically disadvantaged (Purwanto & Makmur, 2013).

Meanwhile, BLT assistance is assistance that the government has focused explicitly on because of COVID-19; this assistance is given to families affected by economic COVID-19 (Nugroho et al., 2008). The government also urges the public to carry out vaccines which are provided free of charge; vaccines aim to prevent the entry of the virus into the body and increase immunity (Yulita et al., 2021). Places to carry out vaccines cannot be in any place because the government has determined places where free vaccinations can be carried out. Before administering the vaccine, people are reminded to bring the vaccination requirements.

The VivaVideo application creates and edits videos (Khaira et al., 2020). Various groups widely use this application; the VivaVideo application is straightforward because you do not need to use an internet network; many people think that the VivaVideo application is complicated to use, judging by the various features in it. The VivaVideo application is widely used by YouTubers to create video content and by educators who are used to create teaching materials during the Covid-19 pandemic (Laily Amin Fajariyah, 2018). Not only videos the VivaVideo application can also convert images into videos with the features provided. Many people need to learn about the usefulness of the features provided by VivaVideo. The features provided have their respective functions and purposes so that careful users know each feature must have a different use (Adnyana et al., 2020). The VivaVideo application can create moving animated videos that make elementary school students enthusiastic about participating in lessons; besides adding enthusiasm to animated videos, it also develops students' responsiveness and creativity towards the material educators present (Dianovi et al., 2022). The VivaVideo application has advantages and disadvantages; every

application must have interconnected advantages and disadvantages; many applications have weaknesses and some advantages. The application's advantages and disadvantages depend on the user's utilization.

Learning is teaching and learning activities related to Social Sciences (Maryani & Syamsudin, 2009). Learning is rich in knowledge about society and culture, and the material discussed in learning is diverse, not only about social and cultural sciences (Delilah, n.d.). Learning in elementary schools has various materials ranging from social, cultural, and Indonesian history; besides that, learning material also contains social character education for students (Afandi, 2011). In elementary schools learning is very popular even though the material taught is a lot but not dull. Learning material, especially about culture and history, is usually accompanied by pictures so students stay energized when the teacher is teaching (Ratri, 2018). Learning at the elementary school level is in the form of thematic learning, which covers various aspects such as core competencies of essential competencies, which have an assessment of attitudes, knowledge and skills that must be developed through various subjects in learning students must be able to relate facts, concepts and generalizations (Saharuddin, 2020). Learning in elementary schools does not stand alone because the demands of the curriculum have changed to the 2013 curriculum, which contains thematic learning; in thematic learning, several subjects are connected in one theme and are divided into sub-themes which contain learning and core competencies, essential competencies and indicators developed by educators who teaches in that class.

Learning media is an intermediary tool in teaching social science from educators to students (Sunzuphy, n.d.). The media that are commonly used are picture media; in fact, there are very many learning media not only picture media, especially learning, but picture media is also presented with pictures related to learning, printed media such as newspapers, tabloids and brochures, which are often used during learning are newspapers in the newspapers we can find information that is happening in the surrounding area. The media used can include three-dimensional media, animated videos, game media and print media (Muhammad, 2011). Three-dimensional learning media is learning media that has volume, length and width,

three-dimensional learning media is very much being developed at the moment, especially in Covid-19, where learning is held online (Hassanuddin, 2013). Animated videos are technology-based learning media that develop students' motivation and creativity (Wuryanti & Kartowagiran, 2016). Game media is a learning process that uses games with added material so that students can learn while playing and draw conclusions from the games they play. The animated videos used by educators for the learning process make students have motivation (Rohmalimna et al., 2022), creativity and enthusiasm for learning; they assume that learning is fun, especially if animated videos are presented to elementary school-level students. Animated videos on learning materials about using natural resources for the surrounding community attract students' attention. In the video, various forms of natural resources presented that are utilized by humans (Maddinsyah et al., 2018). Learning media, not only animated videos, many other attractive kinds of learning media, can be developed according to current technological developments, which have led to innovations with high creativity. For example, 3-dimensional learning media is carried out in a network system.

II. RESEARCH METHODS

This research uses the trial method of using the VivaVideo application in elementary schools during the Covid-19 pandemic. The tools developed are in the form of indicators from themes nine sub-themes three learning 1. The VivaVideo application is needed during the Covid-19 pandemic because learning is carried out using an online system or distance learning, which has limited access to the internet network, which results in students being unable to do distance learning online (Adnyana et al., 2020). The VivaVideo application provides various features to make it easier for new users to create and edit videos (Agarina et al., 2021). The features provided are:

1. The interface is a VivaVideo feature that makes it easier for new users.
2. Project Assistant is a feature that systematically performs a series of edits for new users.
3. ThereThe theme is a template feature with various variations that are free of charge.

4. Fonts are a feature of various kinds of writing that you want to use
5. Media is a feature that displays media on the same screen
6. Music support is a feature provided to add music
7. Tool editing is a feature of tools that can assist in the editing process
8. Watermark free

III. RESULT DISCUSION

The Covid-19 virus entered Indonesia in 2019. The Covid-19 virus causes disturbances in the respiratory system; this virus has initial symptoms such as sore throat, loss of smell and no sense of taste; if these symptoms occur, then you must do a test to find out if you are infected or not by the Covid-19 virus if the test result says positive then they must be isolated for 14 days. Isolation can be done at home and in the hospital. Initially, suppose you are infected with the Covid-19 virus. In that case, the doctor in his APBD clothing picks up the person who has contracted the virus and the people around him interacting with the infected person for isolation. The act of isolation has an impact on the social conditions of the community; if someone is infected and the surrounding environment is infected, it will cause social problems such as no one wanting to be close to each other and no one wants to go there again because it is thought that they will transmit the Covid-19 virus. This resulted in Indonesia, which was initially bustling, becoming a quiet Indonesia as a result of the entry of the Covid-19 virus into Indonesia; in addition to making Indonesia quiet, the closure of access to travel and the closure of public places was carried out to anticipate an outbreak of the transmission of the Covid-19 virus, as well with schools also closed so that the next generation does not contract the Covid-19 virus. School closures have impacted education in Indonesia, which has had to change the learning system from face-to-face to an online system that requires a network. Online learning systems have advantages for students, such as:

Prevent transmission of the Covid-19 virus

1. Can make students independent
2. Train students to learn technology
3. Utilize existing sources of knowledge on the internet
4. Students do not need to go to school

5. Save on transportation costs
6. Study time is not the same as study time at school

Weaknesses of online learning systems for students such as:

1. Make students relax
2. Remote areas have limited internet networks
3. Students do not understand the assigned material
4. Students are addicted to online games
5. Extravagant internet package costs
6. There is no interaction with educators

In addition to the advantages and disadvantages of online learning for students, the impact of the Covid-19 virus has also been experienced by educators because the learning system has been changed to an online learning system. The problem faced is not only changing the face-to-face learning system to an online learning system, but several things need to be considered to start an online learning system, such as limited internet access in remote areas resulting in an online system not running smoothly because average students who experience limited internet access will not follow the learning process that is held. Educators must think of ways so that all students can follow the lesson. One solution is to provide reading material and assignments by being picked up once a week at school; picking up and delivering assignments is ineffective because educators need to know whether students are doing their assignments or done by other people such as parents, siblings or friends. During the pandemic, while studying at home, educators asked parents to supervise their children while doing assignments because now many students are addicted to online games; online game addiction is a harmful impact of technological developments, and online game addiction cannot be stopped. If parents forbid them, they will get angry or go on a hunger strike. Parents who love their children certainly do not have the heart to give the smartphone back. This causes problems in the learning process; educators also usually come to the house to monitor their students' learning progress. Other problems include a lack of understanding of technology by older educators, such as using learning applications. Applications commonly used in online learning systems are:

- 1) Zoom Meeting
- 2) Google Classroom
- 3) Google meet

- 4) Koco school
- 5) Learning House

With the emergence of innovations in education, such as learning applications, elderly educators have great difficulty using learning applications; therefore, online learning is only carried out using the WhatsApp application.

In addition to having an impact on the world of education, the spread of the Covid-19 virus has also had an impact on economic activity; the closure of large malls, traditional markets, small kiosks, and also stalls has resulted in economic paralysis, especially for business actors, many businesses have been closed to prevent transmission. the Covid-19 virus. The losses caused by the paralysis of economic activity are enormous. The losses obtained by business actors are:

The tour is closed

Goods that are taxpayers because they have been stored for too long due to closure

No customers

Not only does it impact post-Covid-19 business actors, but it also has an impact on the State of Indonesia, which has suffered losses due to the paralysis of economic activity; besides that, it is tough for consumers to fulfil their daily needs. House because they are not allowed to go out even if no one is selling; this causes poverty and hunger to emerge among the Indonesian people. In addition to starvation, people who migrate to big cities are not allowed to return to their hometowns; this causes mental pressure because the purpose of travelling is to change their destiny, but when they go abroad, they experience poverty and hunger, and they cannot return to their hometowns. It is different from the impact of Covid-19 on the economy in the village. At the beginning of the spread of the Covid-19 virus, the village community did not feel the impact because the virus had not yet reached the small villages and only existed in the city. Over time, the activities carried out in the village were also limited. Schools and other public places such as mosques, markets, and local tourist attractions are the first to be restricted. It was at that time that the economy of the people in the village was in turmoil, such cheap agricultural products because the products were distributed only to the village community and were not allowed to be sent outside the area, which caused agricultural products to become cheap and the people experienced crop failure. The Covid-19

pandemic has dramatically affected the country's economy and society, both in big cities and people who live in villages.

Apart from having an impact on the economy, the spread of the Covid virus also had an impact on the tourism sector. Tourism is the activity of visiting tourist attractions; after the spread of Covid-19, tourist attractions were closed, and the State of Indonesia also suffered losses due to the paralysis of the tourism sector. Not only other party countries apart from the tourism party also suffered losses such as reduced working hours and the closed retail sector due to no customers, which resulted in huge losses after the Covid-19 pandemic due to strict Large-Scale Social Restrictions (PSBB) rules because people were not allowed to go out if you violate the rules, sanctions will be imposed on the PSBB, many people will lose their jobs and reduce working hours, which is required by the government to prevent the transmission of the Covid-19 virus, the PSBB does not last long, and activities are carried out again according to the 3M health protocol rules:

1. Wear a mask
2. Keep your distance
3. Wash your hands with soap

After the implementation of the health protocol, there was a rescue effort by the government for the Indonesian tourism sector by carrying out an emergency response phase. In this phase, the government prepared to recover tourist attractions that needed fast handling.

Furthermore, in the recovery phase, the gradual opening of tourist attractions is carried out, which allows for following the health protocol rules. The last is the normalization phase with the CHSE protocol, providing discounts and advertisements to attract visitors. The activity to restore Indonesia's tourism sector lasted only briefly because a new government regulation appeared. The Enforcement of Restrictions on Community Activities (PPKM) at this regulation stage has four levels. The period of the PPKM regulations was not as disciplined as the PSBB, which did not allow leaving the house; in the PPKM rules, only certain roads and closed access in certain areas did not allow migrants to enter or the community to leave the area. During the PPKM period, going home is not permitted because if going home, you are not allowed to return. The closure of road access also impacted public transportation not operating during the

Covid-19 pandemic. PPKM at this time in each area is different; there are only PPKM level I and PPKM level IV, depending on the high and low spread of the Covid-19 virus.

The government is very concerned about the Indonesian people affected by the transmission of the Covid-19 virus by providing assistance that can be used after the Covid-19 pandemic, such as BLT assistance which is given directly in cash per month. BLT assistance was given in stages. In the first stage, the government assisted 300 thousand rupiahs per month for six months. Moreover, PKH assistance for people experiencing poverty is issued in the form of necessities and cash once every three months. Furthermore, MSME assistance is provided to business actors to improve and save businesses affected by Covid-19. In addition, the MSME assistance given in the amount of 2.4 million rupiahs can be disbursed at Bank BRI and BNI by bringing the requirements in the form of an identity card (KTP) and family card (KK) and filling out the form provided by the bank teller. How to register for MSME assistance by submitting an assistance form to the local government. In addition to government assistance, it also provides free vaccine services for all Indonesian people, all Indonesian people have the opportunity to get vaccines. The vaccine provided is divided into two doses, the first and second. Types of vaccines in Indonesia:

- 1) Sinovac
- 2) AstraZeneca
- 3) Sinopharm
- 4) Moderna
- 5) Pfizer
- 6) Novavax

The use of vaccines as a means of protecting the body and immunity against the Covid-19 virus. The government provides vaccine services at health service facilities owned by the central government, provincial areas, and regency/city regions. When administering the vaccine, vaccine participants must bring requirements such as an identity card (KTP) and a family card (KK). After vaccinating people, they get the first and second vaccine certificates valid for boarding planes and going to big malls. At present, the situation after the Covid-19 vaccination has gradually improved because the effects of the vaccination have been felt by seeing the decrease in cases of the spread of Covid-19 in every region of Indonesia. With a decrease in cases

of the spread of Covid-19, Indonesia can recover again, Indonesia without masks and Covid-19.

The VivaVideo application is used to create learning videos in the form of animations, images, or explanatory videos recorded by educators via smartphones. If initially educators only give assignments with the system coming to school once a week or educators coming to students' homes is very ineffective because, in the current situation, it is not possible to carry out this system. The right solution is to take advantage of technology and look for practical learning applications; an example is the VivaVideo application which can be used for distance learning processes. In the distance learning process, students have several obstacles, such as needing help understanding the material, students are bored with assignments, and students do not want to read; by using the VivaVideo application, educators can regrow students' lost interest in learning. Each application has advantages and disadvantages, as well as the VivaVideo application, which also has advantages and disadvantages.

The advantages of the VivaVideo application

1. Easy to get
2. Free application, no charge
3. Update applications according to developments
4. The features in it are complete
5. Easy to use
6. The quality of the video is very satisfactory

Disadvantages of the VivaVideo application

1. There are a lot of annoying ads
2. Few free features
3. There is a premium service

The VivaVideo application can be used in any subject, such as thematic subjects in elementary schools, which combines and link one subject to other subjects. Learning is a subject that exists at the elementary school level because changes to the subject curriculum do not stand alone anymore, the same as other subjects, which are combined into one, which is called thematic learning.

The objectives of the lesson are:

- 1) They educate students to hone social skills, talents, interests, and creativity.
- 2) Able to socialize with the surrounding community through the materials studied
- 3) Pay attention to social problems that occur at this time.

Not only focusing on the three objectives, the learning objectives are to develop students' social

abilities and add to thematic learning, which also aims to form independent, pious, and creative students in the learning process. In learning, what is needed is a link between facts, namely actual events seen in the environment, then linking to concepts, namely understanding the material from the learning itself, and finally, generalization, namely drawing conclusions that are obtained when linking facts and concepts.

Learning media is an intermediary used to carry out the learning process; media is divided into several types.

1. Media images
2. Print media
3. Three-dimensional media
4. Video Media

Of the various types of media above, all of them are used in the learning process. In a pandemic situation, the media that is suitable for use is video media which is possible to use because, during the Covid-19 pandemic, learning was carried out with an online system that uses technology as a medium for the learning process; for example, such as learning through Whatshap Groups where the teacher sends the task system in the form of a file. Writing. If educators are creative, educators can use video as a medium for the learning process.

Advantages of video media for the learning process

1. Attract the attention of students
2. Does not cause boredom
3. Students can understand the material given in the video
4. Generating enthusiasm for learning
5. Raise the creativity of students

Lack of video media for the learning process

1. Storage capacity is quickly full
2. The quota runs out quickly

Videos that can be made can use a video creation or editing application. There are many choices of applications, one of which is the VivaVideo application which is easy to use with full features and a guide for new users.

Thematic learning is learning that combines several subjects into a single unit, which is related to assessing the attitudes of students' behaviour, the ability to think and the ability to solve problems. From the problems presented in thematic learning, students must do proper reasoning so that the material can be understood and understood clearly. In thematic learning, core competencies and

essential competencies are developed into learning indicators that educators and students must achieve; educators in thematic learning function as facilitators who only help provide services and directions about lessons. The assessment carried out in thematic learning is an assessment of attitudes, knowledge, and skills. In thematic learning, several approaches, methods, media and assessment forms exist. Thematic learning has student books and teacher books. The student book contains material and problems that students must solve through exercises. In contrast, the teacher's book only discusses material and a series of exercises students must do.

- 1) Characteristics of thematic learning
- 2) Activities carried out according to the development of students
- 3) Based on the interests and needs of students
- 4) Develop the minds of students
- 5) Problem-based activities in the surrounding environment
- 6) Improving social life, cooperation and tolerance.
- 7) Have one theme in each learning process
- 8) Has sub-themes and learning

Themes are the subject of discussion of material in thematic learning; one theme is divided into six sub-themes. Six lessons consist of several core and essential competencies, which are then developed into learning indicators.

Natural resources are obtained from nature and can be renewed and cannot be renewed if taken continuously. It belongs to renewable natural resources such as animals and plants. Non-renewable natural resources such as mining, sunlight, water and wind. Natural resources are needed by society for daily survival. The use of natural resources for various communities, such as the use of sunlight for drying clothes, the use of sunlight for solar panels, and the use of sunlight for industry. In addition to sunlight, wind and water can also be used for agricultural activities, such as waterwheels that are moved by the wind. Renewed natural resources are also helpful for the community, such as rice plants whose fruits are taken and made into rice and animals used as side dishes for daily food. The use of natural resources also affects the environment. If the community does not protect the environment, natural resources will run out or no longer exist, and the community's destruction will

impact natural resources. For example, environmental destruction

1. Illegal logging
2. Disposal of garbage into the river
3. Destruction of coral reefs
4. Use of explosives when catching fish
5. Forest burning
6. Making forests for settlements

In order for natural resources to be maintained, we must preserve the environment by

- 1) Carry out selective logging and reforestation of forests
- 2) Preserving coral reefs
- 3) Do not throw garbage in the river
- 4) Catching fish in the traditional way

If the environment is maintained, natural resources will also be maintained, which can meet the community's needs and utilization in everyday life. Using the VivaVideo application in learning from trials conducted on learning videos in elementary schools showed that the students were enthusiastic about the videos presented in the Whatsapp group. Initially, they only used material files and assignments photographed by educators. The assignments were photographed again and then sent to Whatsapp groups; boredom and complaints about changes in learning methods come from that cycle. Educators in the class make an innovation, namely, learning videos using the VivaVideo application. In the VivaVideo application, educators create learning videos by combining videos and photos as teaching materials. Teaching material on theme nine sub-theme 3 learning 1 class IV, namely using natural resources for the community. The steps taken by educators when using the VivaVideo application are:

1. Open the VivaVideo application
2. Then create a project and select the ratio
3. Select the video or photo you want to edit
4. Add layer effect and text

VivaVideo is easy and suitable for people new to technology because the application will teach you how to use it.

IV. CONCLUSIONS

The spread of the Covid-19 virus impacted the learning process, which resulted in the learning system being changed to a distance learning system that required teachers to be more creative in providing material. Utilization of the VivaVideo

application in learning is an example of educator creativity in utilizing technology; apart from saving costs in the learning process, using the VivaVideo application can also be used in creating YouTube content about education and product marketing. The Covid-19 virus also impacted the economy and tourism, resulting in losses for the Indonesian state and for business and tourism actors, such as reducing working hours and closing road access. The government is also paying attention to the effects of the spread of the Covid-19 virus, such as providing assistance and implementing free vaccination services. After the vaccination was evenly distributed, the reduction in the spread of Covid-19 was seen, as was reported, only in several areas where the rate of spread of the Covid-19 virus was still relatively high.

Learning uses the VivaVideo application as an exciting learning media, which educators use to carry out the learning process. The VivaVideo application is a manifestation of technological advances in the field of education; technology is very influential in every field, especially in the field of education that uses online learning systems; many innovations have emerged regarding learning applications, for example, the VivaVideo application is used to make fun learning videos. Not only convenient for educators but also convenient for students because from the VivaVideo application, students are motivated and have the enthusiasm to return to learning even though they have to be at home. Utilization of the VivaVideo application is not only in subjects but also in thematic learning, which has themes, sub-themes and lessons. Many educators are elderly who do not understand technological developments and have never used learning applications. At that time, the educators certainly did not have a distance or online learning system; they only knew the CBSH learning system using the lecture method. The limited knowledge of technological developments can be overcome by introducing the VivaVideo application to elderly educators because the VivaVideo application is straightforward to use, and the features are apparent and not too tricky. Elderly educators can be novice users who are taught tutorials on using the VivaVideo application. Utilization of technological developments also has negative impacts, such as students who are addicted to online games and addicted to other entertainment applications resulting in students being negligent in

the learning process; the use of technology must be developed by taking into account the positive and negative impacts otherwise it will be tough to condition learning during a pandemic situation Covid-19 is over.

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