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The Influence of Media Innovation Application *Suno AI* Song Animals on Creativity Ability in Children Aged 5-6 Years

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Abstract

Early childhood is the period of the best abilities between the ages of 0-6 years, which experiences abilities and growth by providing educational stimulation that covers all aspects of the child's abilities. to prepare for further education. *Suno AI* Application Innovation Media Animal Songs on Creativity in Children Aged 5-6 Years The songs are designed to meet the various characteristics of early childhood, especially the unique, active and energetic, explorative and adventurous characters, and cognitive abilities in children aged 4-6 years. Media Innovation Application *Suno AI* Animal Songs on Creativity in Children Aged 5-6 Years Animal songs are a means to stimulate children's cognitive abilities in critical thinking and high imagination. Therefore, researchers conducted quantitative research using experimental methods and design. *non-equivalent* or "*one group pre-test and post-test design"*. The sampling technique is saturated sampling and the data collection technique uses documentation and observation. The data analysis technique is carried out by hypothesis testing using the t-test. The results of the analysis show that the calculated t value of 13.5 is greater than the t table of 1.76 with a significance level of 0.05 with N = 15 which means the hypothesis null hypothesis (Ho) is rejected and the working hypothesis (H_1) is accepted. This proves that the innovation media *Suno AI* application Animal songs have a very significant influence on the creativity abilities of children aged 5-6 years.
Keywords: Animal Songs; Creativity; Media; *Suno AI* Application.

Introduction

Children were created by God as living beings with the guidance of their parents. Children have the right and opportunity to grow according to their abilities. Formal, non-formal, and informal education can be used to enhance the development and skills of early childhood (Mutiah & Srikandi, 2021). The learning process is crucial to school success. Good planning has a significant impact on how well learning is implemented. In theory, learning occurs when teachers and students are engaged throughout the learning process, which significantly impacts the achievement of learning objectives (Anand et al., 2021).

According to Saifer, many children experience academic difficulties because they lack opportunities to develop their creativity. Meanwhile, according to Vandera et al. (2023), children should be encouraged and given the opportunity to do, try, and experience what they are taught so that it is easily understood and objectively comprehended. This will help develop students who are able to think creatively, imaginatively, and full of ideas while learning.

Children's creativity will grow if they are given the opportunity to express themselves through dance.

Creativity is a potential that children must develop optimally. The right brain, the part of the brain responsible for thinking and processing information about things like art, music, feelings, and emotions, is responsible for fostering creativity itself (Corballis, 2014; Cox & Brownfield, 2023). Every child born into the world possesses a certain amount of creativity, albeit to varying degrees. Genetic factors (innate from birth) and environmental factors influence low levels of creativity in children. If these two components are well combined, this creativity will develop optimally (Yulianti, 2021).

Creativity grows through a gradual and continuous thought process, flexible in every situation and condition (Khalil et al., 2019). Therefore, creativity can be stimulated by providing developmentally appropriate materials and opportunities for children to learn to solve problems through play. Therefore, learning is not limited to a single domain but must nurture and enhance children's development. The philosophical basis for the type of discovery that can nurture children's creativity in their youth is that creative play situations are the type of environment that can foster creativity (Rapiatunnisa, 2022).

Encouraging children's creativity requires support from parents, teachers, and their environment. Understanding children's thinking and feeling methods from an early age, creating a sense of security for children to communicate their creativity, and encouraging children to speak up are essential. Creativity is not just a stable change, but a crucial component of a limitless and potential play environment. All aspects of development depend on creativity. Therefore, learning must support children's high and strong development in all aspects, not just one area (Mayar et al.,2022).

The early childhood education program discussed in this article has its own play-based approach. The motto "playing while learning" should be viewed as a unified whole, namely learning that children experience through play. The phrase "playing while learning" is very appropriate for the quality of early childhood, especially the curriculum taught to them. According to the curriculum, one method that can be used to implement learning in early childhood is through play (Priyanto, 2014).

Based on research findings, many factors influence learning, particularly those related to the development of creative abilities (Rachman et al., 2023; Rai & Tiwari, 2018). This can hinder the development of creative abilities. Quality learning can stimulate creativity in children through modified methods and new innovations to foster their extraordinary imaginations. Early childhood creativity is often underestimated or indirectly suppressed due to learning and environmental issues. Yet, young children possess extraordinary imaginations that can hone their creative abilities.

Direct learning is one method that can be used to develop creative thinking skills, as mentioned by Guilfold and Torrance (cited in Yusnita et al., 2024). Furthermore, song lyrics and movement can help balance the right and left brain functions, thereby rebalancing the logical and emotional components in a given situation. Life has become more complex and sophisticated due to the development of digital technology. The creation of artificial

intelligence, sometimes called AI (Artificial Intelligence), is one of the technological advancements that is highly sought after because of its potential to change the way humans interact with their environment.

According to Guilfold and Torrance, the ability to think creatively can be enhanced through direct instruction (Yusnita et al., 2024). Through movement and song, the right and left brains can be balanced, which in turn balances the emotional and intellectual aspects. It's not just about balancing the right and left brains, but also about movement and music. The learning process through movement and song can develop various children's abilities, including social, emotional, motor, cognitive, imagination, and creativity. Movement and song refer to activities carried out by children based on song lyrics that are usually sung collectively. Song lyrics guide and direct children to produce movements that reflect the song's content. There are innovations in learning the combination of movement and song by utilizing advances in AI technology.

Enjoyable learning can be achieved through the use of innovative movement and song media, motivating children to participate in the learning process and demonstrating their abilities. Research by Rahayu et al. (2020) shows that children's creativity increases significantly through learning involving movement and song, which has a significant impact on children's abilities, including creativity. Therefore, researchers are interested in using movement and song media modified to suit current technological developments.

Advances in digital technology have made life increasingly complex and sophisticated. One innovation that has captured attention and transformed the way we interact with the world is artificial intelligence, often referred to as AI . Artificial intelligence is a branch of computer science that has developed rapidly since the mid-20th century. By utilizing AI- powered software , early childhood education teachers can personalize the learning experience for each child. They can analyze each child's development, identify strengths and weaknesses, and adapt teaching materials to individual needs. This ensures that each child receives the appropriate attention and guidance appropriate to their developmental stage (Misirliyan et al., 2023).

Therefore, according to Fauzy et al. (2023), educational development is crucial in keeping with the times, where quality education requires adequate facilities for both students and teachers. Artificial intelligence technology is an effective tool in facilitating the teaching and learning process. Education in this era is required to utilize science and technology for the development of students who will eventually become human resources. All existing innovations are essentially the result of human ideas, knowledge, and creativity. Therefore, teachers must be ready to determine effective teaching methods to create quality students who are able to compete and possess skills in the world of work. The role of a teacher in the 21st century is to be a professional who is able to interact and adapt to existing situations. Therefore, the development of learning skills is crucial in the 21st century, with the aim of forming students who are able to think critically, communicate, collaborate, and be creative (Kurniahtunnisa et al., 2023).

Leveraging artificial intelligence as a tool to create engaging learning methods, such as using apps like YouTube as audiovisual media, can create an interactive learning environment, providing students with a clear understanding of the material being studied. Artificial

intelligence facilitates rapid data search, analysis, and decision-making. This makes it easier for teachers to convey knowledge to students. AI technology is both engaging and entertaining, thus enhancing learning objectives (Chen et al., 2020; Singh & Hiran, 2022).

From the results of preliminary research at Pejajaran Kindergarten, it is clear that children are still lacking in developing their creative abilities. Children still have problems showing their creativity, especially in moving following the teacher's instructions. When children listen to a song they usually hear, they will always move with the same movements repeatedly. So researchers see children cannot show their creativity and tend to imitate, for example when the teacher explains the movements of animals, children are seen imitating as exemplified. This can hinder the development of children's creative abilities. Therefore, from this problem, researchers created the Suno AI Application Media Innovation for Animal Song Creativity in Children Aged 5-6 Years.

AI Animal Songs application on the creative abilities of children aged 5 to 6 years. This will be achieved by taking advantage of existing technological advances and encouraging children to use their imaginations in amazing ways. Develop an AI based 3D video that elevates Bengkulu folklore (Sari, 2024). This video made use seven stages of the Borg & Gall model, starting from data collection up to improving product end. Based on expert assessment (material, media and language), this video considered very worthy, with level validity high, namely 90% of expert material and 95% of media expert. With Thus, the use of this 3D AI video No only effective for enrich experience Study children, but also potentially big for preserve culture local and helpful development character they since early.

Use of innovation media in the form of song about animals that are made with Suno AI application is very effective for help children 5-6 year olds at Pejajaran Kindergarten Surabaya develop creativity movement They. The children were very interested with this media because in accordance with characteristics those who like explore. Research results show that this Suno AI song own influence positive to creativity children, because of this media utilise technology for create atmosphere learn more interesting, fun, and not monoton compared to method learning traditional.

Method

The method used by the researcher is quantitative research with an experimental approach. This method aims to gain understanding by using data in the form of numbers as a tool to gain knowledge about what is already known, as defined by quantitative research by Sugiyono (Pareira & Atal, 2019). The experimental research design used is a *non-equivalent research design* or " *one group pre-test and post-test design* ", which is a research design used by providing a trial before and after the research sample.

The population is the entire research subject who has the same characteristics. The population in this study were group B students aged 5-6 years. The sampling technique used saturated sampling, this is because class B of Pejajaran Kindergarten Surabaya for the 2024-2025 Academic Year consists of 15 children. In this study, the researcher is the key instrument

who directly collects and retrieves data obtained based on Permendikbud Number 137 of 2014 using tests, documentation, and observations with informants in the field.

The data analysis technique used in this study was to compare the difference between two average values, thus using a t-test. To draw conclusions from the research results, a t-test was used to test hypotheses. In quantitative research, data analysis techniques are aimed at answering the problem formulation or testing predetermined hypotheses. Statistical methods were used in the data analysis technique because the research data is quantitative. This study uses statistical data from observational results.

Literature Review

According to Listyowati (2021), when we see young children playing happily on their own, we are already witnessing a creative thought process. However, parents often fail to understand the importance of developing creativity according to the child's play stage (Nurjanah et al., 2024). Parents often consider play activities a waste of time. Parents would be prouder if their child could write and read early, than if their child could make up their own jokes. Parents would be prouder if their child could calculate the addition of a row of numbers using the method listed below, than if their child could build a mountain out of sand.

Musical creativity grows and develops gradually, and each child is unique (Nijs et al., 2025). As each child develops rhythmically, they possess their own unique abilities and characteristics. By the age of 5-6, they can understand soft and loud dynamics and distinguish between completely different elements or simple rhythmic patterns. This finding is supported by Sit et al. (2016).

The importance of technology-based learning media in early childhood education lies not only in the learning itself, but also in preparing children for the ever-evolving digital era. Children are introduced to technology naturally, building the skills needed to face future challenges (Haleem et al., 2022). Furthermore, this learning media provides a more personalized approach, allowing children to learn at their own pace and tailoring learning to their individual interests and needs (Sappaile, Baso Intang, 2023).

According to Jawaraspreed, the ongoing development of AI makes activities easier and more effective (Vieriu & Petrea, 2025). Now, Suno AI is here with a function that can create songs from text prompts. Suno AI is a type of AI, or Artificial Intelligence, that works to create songs instantly and quickly using your desired text prompts. The resulting song is complete, from melody and lyrics to your desired genre. Furthermore, you can also customize the vocal and instrument types to your liking.

Several studies have shown that the use of AI (Artificial Intelligence) can enhance children's creativity (Aulia et al., 2022). They explain that the benefits of music can help develop children's character. Singing is part of music, as the pronunciation of lyrics and the deep meaning of song lyrics can shape a child's soul and character. Children's creativity can be developed through movement and song learning. This is in line with research (Mulyani, 2019) that playing with movement and song in early childhood has a positive impact and helps stimulate musical intelligence through dance and gymnastics. Learning movement and music

can develop children's abilities, such as personality, imagination, social, emotional, motor, cognitive, and creativity.

The importance of technology-based learning media in early childhood education lies not only in the learning itself, but also in preparing children for the ever-evolving digital era. Children are introduced to technology naturally, building the skills needed to face future challenges. Furthermore, this learning media provides a more personalized approach, allowing children to learn at their own pace and tailoring learning to their individual interests and needs (Sappaile, Baso Intang, 2023).

Results/Findings

Based on the results of observations conducted by researchers. Researchers found that the influence of the Suno AI Animal Song application innovation media in developing creativity has a very positive impact. Several other developmental aspects also showed significant progress. Researchers began the study on Tuesday, October 15, 2024 - November 7, 2024 at Pejajaran Kindergarten Surabaya for the 2024-2025 Academic Year. Each class has a variety of different play equipment and learning media. The focus of this researcher is class B which has 15 students. Before playing the game, the children were divided into 3 groups. Each group was given animal mask props, then researchers played animal songs that had been created with the help of the Suno AI Application software. From this game, children will listen to the song and act it out according to their creativity.

Figure 1. Children playing Suno AI Application Innovation Media

Researchers give directions to children to move according to their imagination while listening to innovative media of animal songs that have been created by researchers with the support of artificial intelligence from the Suno AI application. In terms of developing creative

skills, innovative animal-themed children's songs can be an engaging medium for children to create movements based on their imaginations. In addition to developing creativity, they also develop gross motor and cognitive skills, allowing children to move. This provides an engaging and educational way to teach children about the various types of animals in the park, including their characteristics, habitats, and diets.

The image above clearly shows the children's enthusiasm for the innovative animal song, demonstrating movements based on their own imaginations. The children also demonstrated concentration in balancing the song and the movements. Through this playful activity, children can creatively express their ideas and imagination. This was also significantly demonstrated by the researchers through their observational data collection.

Observation data were collected and summarized in the form of an observation sheet presentation, namely Pre-test and Post-test which were presented in tabular form. Next, a hypothesis test was conducted, then looking for the results of the difference test between the Pre-test and Post-test, and looking for the results of the significance of the table and t count carried out on group B children of Pejajaran Kindergarten Surabaya in the 2024-2025 Academic Year with a total of 15 children.

Table 1. Hypothesis Test Results

Hypothesis	Significance	t count	t table	H_0	H_1
Innovation Media *Suno AI* App To Ability Creativity Child age 5-6 year in Pejajaran Kindergarten Surabaya Year Lesson 2024-2025	5% db = N- 1 =15- 1 =14	13.5	1.76	Rejected	Accepted

Based on the results of the analysis of the Media Innovation Application Suno AI Animal Songs on Creativity Abilities in Children Aged 5-6 Years in Kindergarten Pejajaran Surabaya in the 2024-2025 Academic Year, it can be explained that t count= 13.5 is greater than t table= 1.76 with a significance level of 0.05 = 1.76. This shows that the Media Innovation Application Suno AI Animal Songs Influences Creativity Abilities in Children Aged 5-6 Years in Kindergarten Pejajaran Surabaya in the 2024-2025 Academic Year. The media innovation application Suno AI animal songs can not only develop creativity abilities, but can also develop cognitive abilities in creative thinking to develop ideas with extraordinary imagination.

Suno AI Animal Song Media Application Innovation on Creativity Abilities in Children Aged 5-6 Years in Pejajaran Kindergarten Surabaya Academic Year 2024-2025". The formulation of the Working Hypothesis (H1) that the Suno AI animal song media application innovation has an effect on the creativity abilities of children aged 5-6 years is changed to Zero

(H0) that the Suno AI innovation media application does not have an effect on the creativity abilities of children aged 5-6 years.

From the results of the calculation of t count > t table, this means that H0 is rejected and H1 is accepted, thus there is an influence of the AI Suno Animal Song Application Innovation Media on Children's Creativity Abilities, the calculated result is = 13.5. The data on the results of the achievement of creative abilities of children aged 5-6 years per indicator can be depicted in the following graph:

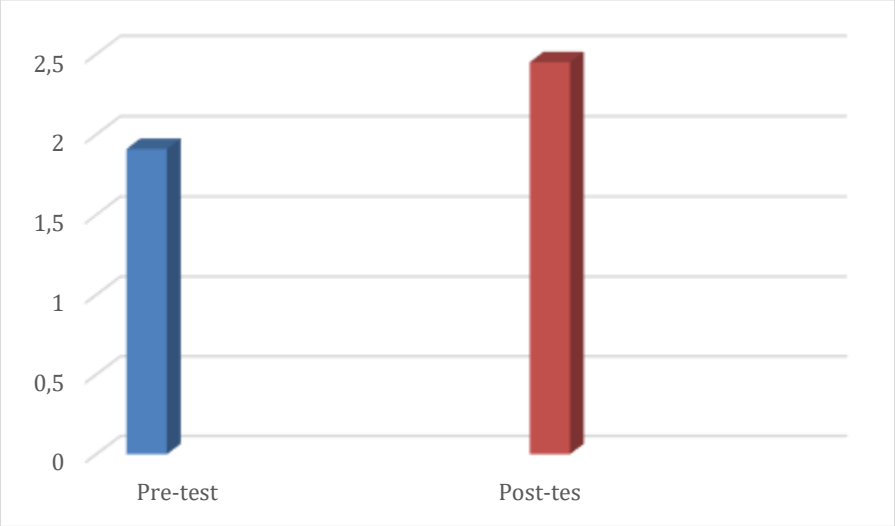

Figure 2. Pretest and Posttest Results

Based on the average value of the achievement of creativity abilities in children aged 5-6 years after being given treatment (Treatment) using the Suno AI Application Innovation Media Animal Songs on the Creativity Abilities of Children Aged 5-6 years old animal songs, it shows that the average post-test value is at the achievement of abilities (MB) that are starting to develop in children aged 5-6 years at Pejajaran Kindergarten Surabaya in the 2024-2025 Academic Year. Descriptive statistics show that the average value of creativity abilities before the study (pre-test) was 1.91 with a standard deviation of 0.25. After being given the Suno AI Application Innovation Media Animal Songs on the Creativity Abilities of Children Aged 5-6 years old animal songs (post-test) the creativity abilities of children aged 5-6 years increased with an average value of 2.45 with a standard deviation of 0.33.

The Suno AI Animal Songs Media Innovation Application on the Creativity Abilities of 5-6 Year Old Children in Pejajaran Kindergarten Surabaya in the 2024-2025 Academic Year can be explained that t count = 13.5 is greater than t table = 1.76 with a significance level of 0.05 = 1.76. This shows that the Suno AI Animal Songs Media Innovation Application Influences the Creativity Abilities of 5-6 Year Old Children in Pejajaran Kindergarten Surabaya in the 2024-2025 Academic Year. The Suno AI animal songs media innovation application can not only develop creativity abilities, but can also develop cognitive abilities in creative thinking to develop ideas with extraordinary imagination.

Discussion

Playing with movement and songs in early childhood has a positive impact and helps stimulate the creativity of musical intelligence through dance and gymnastics activities (Mulyani, 2019). Learning movement and music can develop various abilities in children, such as: personality, imagination, social, emotional, motor, cognitive, and creativity. Meanwhile, according to Munandar, defines creativity as interaction between a person and his environment (Ihsan maulana, 2019). Creativity is ability For stringing combination new from data, information, or elements that have been there are all experience and knowledge gained someone, whether at school, family, or society, to become material base for produce work or original ideas.

Using advanced technology, Suno AI able to understand and respond to human commands quickly and accurately. Not only that, Suno AI also equipped with independent learning capabilities, so that It can continue to develop and keep up with the latest capabilities. The uniqueness of Suno AI lies in its ability to adapt to user needs, whether in terms of language, tasks, or personal preferences. At Pejajaran Kindergarten in Surabaya, we support the development of children's creativity by providing spaces for expression. For example, children can freely create different animal movements without teacher guidance. This provides a positive stimulus for children to develop their creativity.

Music can stimulate creativity in children because it simultaneously trains both sides of the brain. When listening to music, the left brain processes the lyrics, while the right brain processes the music (N. Rahayu et al., 2022). Children naturally move their bodies according to their imagination, which subconsciously develops their creativity and imagination. According to Setiawan et al. (2022), the development of children's thinking and language skills, as well as serving as the center of a more comprehensive learning environment for children, can be facilitated through experiences in art, music, and visual arts activities. Teachers must consider children's characteristics to ensure more meaningful learning and develop procedures for implementing singing learning strategies/methods.

Researchers found that there were factors that hindered the development of creative abilities in Pejajaran Kindergarten Surabaya, one of which was not providing space to be a comprehensive learning environment center and teachers' lack of understanding of technological learning media. Suno AI is innovation latest in the world of intelligence artificial that allows users create song in a way instant only from prompt text. Technology This can produce song complete with melody, lyrics, genre, and choice vocals and instruments that can adjusted to its capabilities, Suno AI makes the creation process song become more fast and effective.

In addition, the song media innovative, such as songs themed animals that are made with technology this, can become very interesting and educational tool. Songs the can used for introduce various type animal along with its characteristics, habitat and food make it a learning process for children more interactive and fun.

Conclusion

Based on results research, use of innovative media application Suno AI song animal own influence significant positive to ability creativity child aged 5-6 years at Pejajaran Kindergarten Surabaya. Through eight stages treatment, children introduced to various animals and driven for develop his creativity with create movements imaginative approach This succeed Because in accordance with characteristics experience child age early age, active, energetic, and have soul adventurer. With utilise song as a medium, learning process become more effective and fun , encouraging child for create extraordinary ideas normal. Findings this in line with stated views of experts that child age early need method interesting learning, especially with utilise technology. Use of innovative media like Suno AI, which can create song in a way instant, make learning no monoton like method conventional. With Thus, Suno AI media becomes proof that technology can become powerful tool for support development creativity and ability study child since early.

Based on results research, school recommended for apply various interesting activities as well as provide media and resources learning innovative, especially for develop creativity. In a way more specifically, teachers are encouraged using Innovation Media Application Suno AI Animal Songs in learning programs. Use of this media assessed effective For increase ability creativity child age 5-6 years and make atmosphere study become more pleasant. The application of this media help child study while play, make it very effective approach in increase creativity they. Findings this also provides strong foundation for next researchers. Research results this can made into runway for develop innovation similar, like variation song animal others, in order to improve aspect ability other children .

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