

Enhancing Civics Learning Outcomes Through Android Application-Based Media in Class VII C At SMP Shalahuddin Malang

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Abstract

This research departs from the problem of learning outcomes of students in class VII C SMP Shalahuddin Malang in Civics subjects that have not been completed classically $\geq 85\%$. To improve learning outcomes, use media in the teaching and learning process. The purpose of this study was to improve student learning outcomes by using android application-based media during learning. This research uses Classroom Action Research (CAR) which refers to the Kemmis and Mc Taggart model through several stages, namely: 1) planning stage, 2) action, 3) observation, and 4) reflection. The research location is at SMP Salahuddin Malang with the subject of class VII C which amounted to 22 students. Data collection techniques using observation, tests and documentation. The analysis used was qualitative analysis and simple quantitative analysis. The results showed that learning by using media based on android applications can improve the learning outcomes of students in class VII C SMP Shalahuddin Malang. The implications of these findings suggest that Implementing technology in education can be an effective solution to address the issue of low learning outcomes.

Keywords: Android-Based learning, Learning outcomes, Student engagement.

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INTRODUCTION

The rapid development of the times, including the development of information and communication technology (IPTEK) in various fields, one of which is in the field of education. The development of human resources to improve the quality of education cannot be separated (Ardiansyah & Nana, 2020). Meanwhile, for teachers, it is a challenge to integrate information and communication technology in the learning system, so that learning can be of higher quality, meaningful and fun (Amin & Mayasari, 2015).

The progress of a nation is greatly influenced by improving the quality of education, which can be improved through the learning and teaching process (Ardiansyah & Nana, 2020). In the teaching and learning process, teachers play a critical role. They also handle various issues that commonly arise in the field of education. Personal development relies heavily on the learning process for achieving goals. The focus of the learning process includes memory development, retention, data processing, and other intellectual elements (Khairunnisa, et al., 2022).

The development of increasingly sophisticated times has a major impact on technology and science, especially in education because it can facilitate learning (Maritsa, et al., 2021). One type of advanced technology at this time is smartphones. Almost everyone from children to parents, from the lower to the upper class has a smartphone that will never be separated from their grasp and will always be connected to their daily lives. The affordable price has led to an increase in the use of apps for various aspects of life such as learning, communication, travel, entertainment and productivity. There is great potential in using smartphones to change the way of learning by transforming the traditional classroom into a more interactive and engaging one (Ardiansyah & Nana, 2020). Educators to teach allows flexible not limited by space and time.

School education emphasizes educators and learners to be creative, innovative and independent. This is supported by students being allowed to bring smartphones to school to be used in the learning process when needed, if not needed smartphones are collected to minimize the wrong use of smartphones when at school. Learning content using smartphones can be packaged in a fun form and developed with a media format that presents text, images, audio and animation.

Learning media is an important part of the learning process, so teachers and prospective teachers can use media in delivering material to students depending on the success of learning (Usman & Asnawir, 2002). Learning media is very important to change learning from boring to more interesting and fun. Using interesting media, learners become more focused and more interested in what is being delivered. In this way, learning can run smoothly, and goals can be achieved well (Arsyad, 2015).

Low learning outcomes of students in learning is one of the problems that often arise in the world of education. The factors that influence it are very diverse, one of which is the use of learning methods on inappropriate material, such as only using the lecture method in explaining the material, but lacking in providing visual images. Efforts to improve learning outcomes, learning using the lecture method needs to use learning media. Learning that emphasizes lectures can be assisted by learning media so that student learning outcomes can improve (Murtiningsih, 2014).

Based on the results of observations, it was found that the teacher in conducting learning used the lecture method. So that students feel bored and result in low learning outcomes. Therefore, media has an important role in the teaching and learning process. Learning media has an important role in creating an effective learning environment (Arsyad, 2015). Because learning is a complex process that everyone experiences throughout their lives. A person's interaction with their environment causes the learning process to occur. Therefore, learning can occur anywhere and anytime. Changes in behavior are one form of change that a person learns. These changes can occur due to changes in a person's knowledge, abilities, or attitudes (Arsyad, 2015).

Researchers consider the use of android-based interactive media to improve student learning achievement. When the material chapter was evaluated, students said that learning should be delivered in a different way because teachers rarely use pictures of objects as a context for teaching. This is because, based on the learning evaluation, students still do not understand the material studied, which is related to culture. In addition, the development of increasingly sophisticated times has a major

impact on technology and science, especially in education because it can facilitate learning (Maritsa, et al., 2021). This must be utilized as well as possible to support learning in this digital era. Information and Communication Technology (ICT) has the ability to improve learning today, especially with regard to the education system. In addition, based on the learning results in the previous material, it is known that Civics learning is centered on lectures and textbooks, which results in poor student learning outcomes. This shows that out of 22 students in class VII C, there are 15 learners who complete the learning objectives.

The diversity of Indonesian society is the material taken by researchers, which focuses on the sub-material of cultural diversity in Indonesia. The reason for taking this material is because this material needs to provide a visualization picture to students. So that through media based on android applications can help understand the material studied easily. When learners understand the topic better, it is expected that their learning outcomes will improve and they will achieve the learning indicators. Based on previous research, learning with learning outcomes problems can be done with certain media so that student learning outcomes can be improved (Murtiningsih, 2014). Android-based applications as learning media have a positive and significant impact on subject learning outcomes (Susanto & Tiwan, 2019). So, researchers conducted research using learning media based on android applications to improve student learning outcomes. The research titled “Enhancing Civics Learning Outcomes through Android Application-Based Media in Class VII C at SMP Shalahuddin Malang” aims to improve student learning outcomes by implementing innovative, technology-driven teaching methods.

RESEARCH METHOD

This study aims to improve the learning outcomes of 22 students in class VII C at SMP Salahuddin Malang in the academic year 2022/2023 using android-based learning media. The research was conducted through Classroom Action Research (CAR) from April 3rd to May 30th, 2023. Following the spiral model of Kemmis and Taggart, which includes four stages: planning, action, observation, and reflection, this study was carried out (Parnawi, 2020).

The data of this study used observation, multiple choice tests, and documentation during learning by using learning media based on android applications. The observation guidelines used consisted of learning implementation sheets by teachers and students. The test results were carried out every cycle consisting of 2 cycles using a multiple-choice test with 10 questions in each cycle. Documentation of this research is used to supplement existing data in the field. In this case, documentation when learning with media, including school documents, lesson plans, test questions, student test results, student attendance, and implementation of learning in the observation sheet. Data analysis used in this study is descriptive to explain the final results obtained after conducting research. So that the resulting data will be described and easily understood. The minimum completeness criteria which is the benchmark for the completeness of the results of students in learning using media based on this android application is 7 with a classical completeness target of $\geq 85\%$.

RESULTS AND DISCUSSION

The use of android application-based learning tools in improving the achievements of 7th grade students of SMP Shalahuddin Malang was obtained about the implementation of learning PPKn with media learning application android based and the role of media learning application android based in increasing the prestaton of achievement in the form of learning achievements of students. The learning achievement was obtained through testing in each cycle with each cycle is done with one meeting. As such it can be described as follows.

Learning by Using Media Based on Android Applications

This android application-based learning media is one type of learning that uses the help of gadgets. Using this android application-based learning media is based on the fact that students at SMP Salahuddin Malang are allowed to bring gadgets. This will allow the use of these devices as learning media that makes it easier for students to learn about aspects of Indonesian cultural diversity. Learners can not only access the subject matter at school, but they can also access the material anytime and anywhere. They can also use android-based media applications flexibly if they want to repeat lessons that have been learned or if there are tasks that must be completed outside of school. Georgiv's similar opinion in Rasyid, et al. (2019) also states that smartphone media can increase attention to learning materials, make learning interesting, and encourage students' interest in learning. using smartphone media has advantages in transforming the learning experience because it allows students to learn with interesting applications that are not limited to time and place (Ardiansyah & Nana, 2020).

In learning by using learning media based on android applications, teachers deliver learning material on cultural diversity in Indonesia. The use of this media can make students more active during the learning process, such as asking questions if they do not understand when the teacher explains. While students are learning, students can concentrate to the content that s teacher saying (the lesson) because, the learning medium usage when the process of learning might help students to increase the reflection of content that s teacher saying, because a presentation of data of the content that is interesting over students. It's suitable what Khairunnisa, et al. (2022) that students are more active in learning. This makes learning more effective because the media is interesting, fun, easy to understand, and can be used anywhere. Learners look more excited in the learning process compared to before which was only with the lecture method or books which made students look bored and play alone during the learning process. The same thing was conveyed by Bahri, et al (2021) that the use of digital-based interactive media in learning can increase activeness and attractiveness for students. Audie (2019) said that learning media greatly affects students' learning motivation in learning.

In the learning process, it was also seen that students were happier when using media based on android applications, seen when the teacher gave an explanation related to the description of cultural diversity material that could be seen directly through the media presented, students looked enthusiastic, so that the learning process was more fun, and the class became lively. When the pupils being taught are passionate, the teacher likewise gets more excited about giving and explaining the content. This is also consistent with the assertion made by Nurrita (2018) that

the use of learning media benefits teachers by helping them to accomplish learning objectives and making the content more engaging to learn from.

The Use of Android Application-Based Learning Media in Improving Learning Outcomes

Android application-based learning media on the material of cultural diversity in Indonesia in Civics subjects is used to achieve better and complete learning outcomes. The initial value used to measure these learning outcomes comes from the pretest value given by the teacher to students to measure their initial knowledge. Before learning in cycle I, students were given a pre-test to find out how much knowledge about cultural diversity material in Indonesia. The questions were given to students consisting of 10 multiple choice questions via Google form. The pre-test results obtained are as follows.

Table 1. Pre-test Results of Knowledge of Cultural Diversity in Indonesia (Pre-Action)

No	Completeness	Number of Learners	
		Total	Percentage
1	Completed	8	36,4%
2	Not Completed	14	63,6%
Total		22	100%
Average			72,3

From the table we can see that there are 8 students or a percentage of 36.4% who were able to reach the KKM with an overall completeness value of 72.3 during the pretest. The completeness value obtained by students is still below the KKM line with a value of $\geq 85\%$.

Test results taken at the conclusion of each cycle are used to calculate the value that is used to measure student learning outcomes on the content taught in this Civics course through Android application-based learning media. in order to observe variations in the rise in learning outcomes.

Table 2. Recapitulation of Overall Student Test Results

No	Completeness	Number of Learners		Percentage (%)	
		Cycle I	Cycle II	Cycle I	Cycle II
1	Completed	17	20	77,3	90,9
2	Not Completed	5	2	22,7	9,1
Average Value Cycle I				78,6	
Average Value Cycle II				81,3	

Based on table 2, it can be seen that in cycle I, 17 students or 77.3% were complete. Then after cycle II an increase of 20 students or 90.9%. Also seen that the average value in cycle I was 78.6 then after cycle II it rose to 81.3.

The study revealed that the use of android-based learning media can increase in low student outcomes VII C SMP Shalahuddin Malang on material Indonesian cultural diversity. These findings are similar to the research results of Susanto & Tiwan (2019) which concluded that learning media for android-based applications was better than conventional learning medium in influencing students outcomes.

Also, in the research conducted by (Nurrita Sari 2018) states that use of interactive learning media make easy and fun to learn so students can understand what has been given.

Android application-based learning media is very important for the learning process of teachers and students because it helps improve student learning outcomes and makes them more active and excited during the lesson. With this android application-based learning media, students will not be bored during the learning process. They have the flexibility to access the material and without the need for an internet connection, so anytime and anywhere, without being limited to distance or time.

Based on the results of this study, the use of learning media based on android applications can overcome problems regarding the low learning outcomes experienced by students. So that in the learning process using learning media based on this android application is expected to improve the learning outcomes of students in class VII C SMP Shalahuddin Malang. As stated by Susilo & Rohman (2019) that the use of android application media has a significant role in improving cognitive learning outcomes.

The results also show that the use of learning media based on android applications has a significant impact on student learning outcomes, classes that use android applications do more thoroughly in learning than classes that do not. In a study conducted by Ardiansyah and Nana (2020) said that the android application-based learning media used during the learning process succeeded in improving student learning outcomes.

CONCLUSION

Conclusion Based on the discussed findings, can be concluded that media Android based applications improving teaching and learning in classroom through helping teachers to achieve their expected outcomes of instruction and students also make sense about subject matter. Furthermore, it can also increase students' interest and participation when they learn if using the media based on Android applications. Furthermore, improvements in student learning outcomes can be made from the multimedia-based leaning materials that are Android applications. This can be referred to from the learning outcomes that entered the KKM in pre-cycle 8 students, then changed to become 17 students after cycle I, and increased further at Cycle II as many as 20 Students. It is expected that teachers must provide learning media as a variety in delivering subject matter to increase the enthusiasm of students, schools must provide support and appreciation to teachers to improve the quality of learning, and students must be more active and brave in expressing their opinions and ideas.

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