



Development of learning media based on software power point of animation and video to improve understanding of class VII students of SMP Negeri 6 Touluaan in integrated social science subjects in economic activity materials

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Abstract

This study aims to design and produce instructional media animation software and video PowerPoint in the form of CD pieces that are suitable for use as learning media to improve understanding of grade VII students at SMP Negeri 6 Touluaan. This research uses research and development (R and D) methods. The development of learning media in this study refers to the development of learning media in the 4-D model, which is a development model consisting of define, design, develop, and disseminate. The learning media that are produced are learning media based on PowerPoint and animation software. From this research it can be concluded that: (a) Powerpoint learning media products that are integrated with the material of economic activities have been successfully compiled with the process of developing learning media covering the stages of defining, analyzing, and developing. (b) Power point learning media integrated with the subject matter of production, distribution, and consumption. This study uses validation of material experts, media experts, social studies learning practitioners, and responses of learning citizens or students. Trials with validation results, social studies learning practitioners, and learning citizens' responses are good enough and can be appropriate to use.

Keywords: Learning media, PowerPoint, animation, video, economic activity

1. Introduction

Education as a vehicle for learning is good for providing knowledge that can provide broad insights into the lives of every individual. RI Law Number 20 of 2003 concerning the National Education System explains that, "Education is a conscious and planned effort to create an atmosphere of learning and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, as well as the skills needed by himself, society, nation and state". The school is a formal educational institution that determines learning activities in both the curriculum, teaching and learning facilities, teachers, and students to achieve educational goals. Educational goals can be achieved if all components in the school can run well. The main role in carrying out teaching and learning activities are the teacher and students. Students are students who receive education and are processed through teaching and learning activities and will produce learning outcomes. RI Law Number 20 of 2003 concerning the National Education System explains that, "Educational staff are members of the community who are dedicated and appointed to support the implementation of education. Educators are educational staff who are qualified as teachers, lecturers, counselors, tutors, widya iswara, tutors, instructors, facilitators, and other designations in accordance with their specificities, and participate in organizing education". The teacher is the person who provides knowledge or education to students. However, at this time, the teacher is not only acting as a teacher but as a motivator, facilitator, mediator in teaching and learning activities.

Integrated social studies subjects are learning from various sciences of History, Geography, Sociologists, and Economics. In a variety of fields that exist in the Integrated Social Sciences subjects the researchers focus on taking the field of Economics in the material economic activity. Explanation in the form of simple drawings, lectures and learning tools on the board and printed books of learning resources and verbal information cannot produce a better understanding so there is a need for learning media that can visually depict economic activities.

Learning media can help improve student understanding while increasing student learning achievement in economic activity material. Through the development of learning media the material for economic activities can be described in a structured and ordered manner so that students can understand it more easily with of course supported by adequate learning media.

Based on observations and experiences in SMP Negeri 6 Touluaan student learning outcomes are still low. Based on the results of the examination of Integrated Social Sciences subjects class VII with a Minimum completeness Criteria (KKM) set is 75. Students who scored below 75 that is 10 or 55.55%, students got grades below 75 and 8 students or 44.45% got grades that reached KKM. This happens because the ability of students to understand is still lacking, not using a computer/LCD by displaying powerpoints, video/film as a learning media.

Media is a teaching and learning tool that can help smooth the teaching and learning process. The word media comes from Latin and is a plural form of the word "medium", which means an intermediary or introduction. The media is

an intermediary or messenger of messages from the sender (communicator or source) to the recipient (communicant or audience/receiver). Meanwhile, according to the KBBI, the media can be interpreted as intermediaries, liaison, communication tools (means) such as newspapers, magazines, radio, television, films, posters, and banners, which are located between two parties (people, groups, etc.). So, in general it can be interpreted that the learning media is a teaching aid. Namely everything that can be used to stimulate the thoughts, feelings, attention and abilities or skills of students so that it can encourage the learning process in students (students/students).

Through the use of media software such as PowerPoint with interesting animations, and the right video makes students interested and easier to understand economic activities. In bullet theory, the role of the media is so strong that the audience properly follows what is in the mass media because what is conveyed by the media directly reaches the audience (Nurudin, 2007). Bullet theory is a media theory that has a strong impact on the audience so it is not uncommon to create a new culture and direct delivery from the communicator, namely the media to the communicant (audience). Students can better understand and understand what is meant by economic activities by learning to understand and analyze and can complete the Student Worksheet (LKPD) provided to be detected and their understanding known through the instrument in the form of a number of questions on student worksheets or in the form of an initial test lessons and at the end of the lesson, as well as information that students get through media shows that have been used.

Based on the description above, researchers are motivated to develop software media such as Powerpoint with interesting animations, videos to improve understanding of Grade VII students of SMP Negeri 6 Touluaan Integrated Social Sciences subjects on economic activity material.

2. Research Methods

This research uses research and development (R and D) methods. Borg and Gall (1987) states that "educational research and development (R and D) is a process used to develop and validate educational products". Development research is a process used to develop and validate products that will be used in education. The product that will be developed in this research is learning media based on power point software on economic activity material.

Development Procedure

The development of learning media in this study refers to the development of learning media in the 4-D model, which is a development model consisting of 1). Define, 2) Design, 3) Develop, and 4) Disseminate. In this study, researchers limited only to the development stage, adjusting to the research objectives, dissemination/dissemination activities were not carried out. The steps are as follows:

1. Define
 - a. Curriculum analysis
 - b. Analysis of student characteristics
 - c. Material analysis
 - d. Formulate goals
2. Design

The design phase is done based on things obtained from the define/defining stage. Activities carried out at the design

stage include:

a. Designing Learning Media

The design of media design learning PowerPoint software that integrates with the material economic activities that describe the overall relationship with the media. The material on instructional media is based on the 2013 curriculum syllabus.

b. Compile material, questions, and key answers

Preparation of material, questions and answers are made in accordance with existing references. The material is arranged coherently making it easier for students to understand.

3. Develop

Making products using PowerPoint 2010. This product is named learning media with all components that have been prepared at the design stage/arrangement arranged into a single unit in accordance with animation and video through a series of specific functions.

Data Collection Technique

Data Type

Data collected in this study include qualitative and quantitative data, namely:

- a. Qualitative data is data about the process of developing instructional media in the form of criticism and suggestions from material experts, the media, social science learning practitioners and student responses.
- b. Quantitative data is the main data in research in the form of a feasibility assessment of learning media from material experts, the media, learning practitioners, student response data regarding learning media that have been developed and student learning outcomes.

Data Collection Instruments

Questionnaire feasibility of learning media using a Likert scale. Riduwan (2006) argues that the Likert scale is used to measure the attitudes, opinions, and perceptions of a person or group about social events or symptoms.

Data Analysis Technique

The data that has been collected will be analyzed to determine the assessment and opinion of the resulting learning media products. Sugiyono (2016), data analysis is the process of systematically searching and compiling data obtained from interviews, field notes, and documentation, by organizing data into categories, breaking down into units, synthesizing, compiling into patterns, choosing which ones are important and what will be learned, and making conclusions so that they are easily understood by themselves and others. The data analysis technique used to process the data obtained through a questionnaire is a qualitative descriptive technique utilizing percentages.

3. Result and Discussion

Learning Media

Development of learning media based on PowerPoint software designs animations and videos that are compatible with economic activity material that is packaged in CD cassettes. The development model of the 4-D model of learning tools with the stages of define, design, develop, and disseminate, but in this study it only reached the

development stage.

Development Phase

Making learning media products based on PowerPoint 2010. This learning media is called learning media based on PowerPoint software. Components are arranged into one learning media unit.

Validation of Material and Media Experts

Material that has been through the process of testing by yourself then goes through the validation stage. At this stage the material for economic activities was validated by one material expert lecturer, namely the lecturer in Economic Education, Faculty of Economics, Manado State University, Dr. Edwin Wantah, M.Pd. One media expert was a lecturer in Education at the Faculty of Engineering, Manado State University, Mrs. Christine Manoppo, MAP. Inputs and suggestions from material and media experts will be used as a basis for revision so that learning media developed are better.

Based on advice from material experts and media experts, a revision was made to make learning media even better.

- a. Material expert revision. Improvements to the teaching material on economic activities are complemented by clear pictures in the context of the material and its explanation.
- b. Media expert revisions. Display images on more learning media must be natural or enlarged images so that the picture quality is clearer. Revision is done by enlarging the size of the image. Placement of images should not be too close to other images so that each image can be seen clearly and in order.

The product trial was conducted on 18 students of SMP Negeri 6 Touluaan who had his address at Suhuyon Village, Jaga II.

Media Learning Feasibility

Based on the assessment by the material experts as a whole, the learning media gets a 81.1% percentage in aspects so that it includes an excellent qualification to be used as a learning medium. From the aspect of material included in the qualification with a good percentage of 82%. Aspects of learning the feasibility of learning media are included in both categories with a percentage of 80%.

Based on the assessment by the media experts as a whole, the learning media included a very good qualification with a percentage of 92.25%. From these data it can be concluded that the media for learning economic activity material does not need to be revised and is worth testing.

Based on the assessment by social studies learning practitioners as a whole the learning media get a value of 92.65%, so that it includes an excellent qualification to be used as a learning medium and is worth testing. The feasibility of learning media is included in the excellent category with a percentage of 92%. The learning media assessment was also carried out by 10 students at SMP Negeri 6 Touluaan using a questionnaire. The feasibility of the learning media included in the qualification is very good with a percentage gained 91.4%.

4. Conclusion

PowerPoint based software learning media is appropriate to be disseminated in the learning of economic activities in

schools that are more or less the same condition as schools where the research is conducted.

- a. PowerPoint learning media products that integrate with economic activity material have been successfully compiled with the process of developing instructional media covering the stages of defining, analyzing, and developing.
- b. PowerPoint learning media is integrated with the subject matter of production, distribution and consumption.

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