

## "DIGNATIC" MULTIMEDIA PERSONAL MEDIA FOR PKn LEARNING IN HIGH SCHOOL

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### *Abstrak*

This research is motivated because the results of the 1st Semester Final Examination of Civics Education are the lowest results. The reasons for this include lack of motivation and interest that is not like other subjects. Limited resources and too much material, while teachers have not used multimedia-based media as learning support media, even though the school has LCD Projector facilities that can be used for the learning process.

This study aims to develop learning media, find out the feasibility of the media, and find out the differences in learning outcomes before and after using multimedia-based learning media using Adobe Flash in the material values of Pancasila in the practice of administering Civics subjects in class X of SMA 4 Blitar.

This type of research is Research and Development (R and D) with the development method. Determination of the feasibility level of multimedia-based learning media based on expert validation tests and small-scale trials was then applied to the sample class. Data collection techniques using interviews, documentation data, questionnaires, and tests.

Learning outcomes of small-scale trials have increased with the acquisition of understanding in the criteria of being. Questionnaire students' responses state if the media are in very good criteria and questionnaire teacher responses are in good criteria. It is proven that there is an increase in student learning outcomes with an average value of pre test class X IIS 5 of 37 and an average value of post test 80, while the pre test value for class X IIS 6 is 48 and the post test average value is 86.

***Keywords—Adobe Flash; development; PKn; Senior High School***

### **1. INTRODUCTION**

Academic Manuscripts on Citizenship Education Subject Curriculum Policy Studies conducted by the Ministry of Education (2007), from the results of the study indicate that the quality of the development of RPP (Learning Implementation Plan) is highly dependent on support of supporting facilities such as books, media, or other carrying capacity. Based on observations at SMA 4 Blitar City, it is known that the school location is located at Jalan Melati No 49, Blitar, East Java, Indonesia. Located in the city of Blitar, has sufficient facilities and infrastructure with the availability of comfortable classrooms, as well as a computer room complete with LCD projectors and a library that can be used.

To measure the application of government rules regarding the PKn learning process, the authors made preliminary observations in SMA 4 Blitar City, the results of observations especially during the Teaching and Learning Activities process found problems that were supported by the results of interviews with classroom teachers that the problem was motivation of students who were still lacking, enthusiasm in taking lessons is also lacking, and the assignment given is not done optimally. The class teacher said that in the 2018/2019 school year students' interest in PKn subjects was not like the interest in other subjects, so that the results of the student's First Semester Final Examination were still low. In addition, many students who have difficulty understanding the material that is too much added to the curriculum used by schools today is the 2013 curriculum and the limited availability of learning resources makes students feel burdened. Teachers are also not optimal in using multimedia-based learning media as teaching aids that have been used during this lecture. Even though there are LCD projector facilities that can be used by the teacher in the learning process, even though the potential that exists and has not been empowered can cause problems.

The problem regarding the quality of PKn learning that is still not optimal is a very important problem, why the problem can occur and how the solution will be done, so it needs to be tried to solve the problem. From the problems that arise making researchers set a first step to overcome the problem, the first step that will be done is to develop in the learning process in order to be able to improve student achievement, the development is by setting multimedia-based visual media in which there are text, animation, images, and the sound that will make the display of learning media more interesting, with the existence of the solution the researcher sets the media for multimedia displays "DIGNATIK" or more fully called "multimedia text and interesting animation" for learning Civics in high school to overcome the problems that occur.

## **2. METHOD**

The research method used by researchers is the research and development method (Research and Development). This research is research that is used to produce certain products, and test the effectiveness of these products (Sugiyono, 2015). This research was

conducted to develop and test the feasibility of the media media multimedia "DIGNATIK" for PKn learning in high schools that use the Adobe Flash CS6 Professional program.

In the field of education, product design can be directly tested after being validated and revised (Sugiyono, 2015). Tests are conducted with the aim of getting information on whether the learning media is effective. For this reason, testing can be done by experiment, namely by designing the onegroup pre-test post-test.

The pre test aims to measure students 'initial abilities before learning, in addition to measuring students' readiness for learning material, the pre-test activities are carried out before teaching and learning activities begin. By knowing the students' initial abilities then the teacher will be able to determine the learning strategies that will be used.

While the post-test assessment was carried out after the end of the learning process. The results of this post test will be compared with the value of the pre-test results that have been done, so that students will understand the development of understanding of the material being studied, as well as the shortcomings of these learning activities.

To test the product that will be produced the researcher tests a small group of students who will be taken from class X around 6 people, and then it will be tested to media experts, namely those from UNISBA lecturers of Information Technology Study Program, then also tested to experts the material came from the lecturers of the PKN UNISBA study program and Civics subject teachers in the school which would be determined, and the last was testing to linguists from the UNISBA FKIP lecturers. Testing is done to assess whether the product will be effective or not in improving student learning outcomes, so that weaknesses and strengths can be known.

### 3. RESEARCH RESULTS AND DISCUSSION

After the media is completed at the development stage, validation is carried out involving two material experts, one media expert and one linguist. The following data are the results of the experts' assessment:

Validator	Number of rating scales	Criteria
Material Expert 1	60	Valid enough
Material Expert 2	59	Valid enough

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Media Expert	57	Valid enough
Linguist	58	Valid enough

After obtaining the calculation of the validation results from experts who found that the multimedia media "DIGNATIC" for learning Civics in high school is quite valid and meets the standards, it can be continued in small group tests totaling 6 students, along with the results of the small group test in high school

No	Name	Pre test results	Post test results
1	Elisa puspitasari	40	90
2	Dwi indah	50	80
3	Bayu anggoro	40	80
4	Maya dini luxiana	30	80
5	Alfan yuda	50	90
6	Agung tri wira	30	90
	<b>Average</b>	<b>40</b>	<b>85</b>

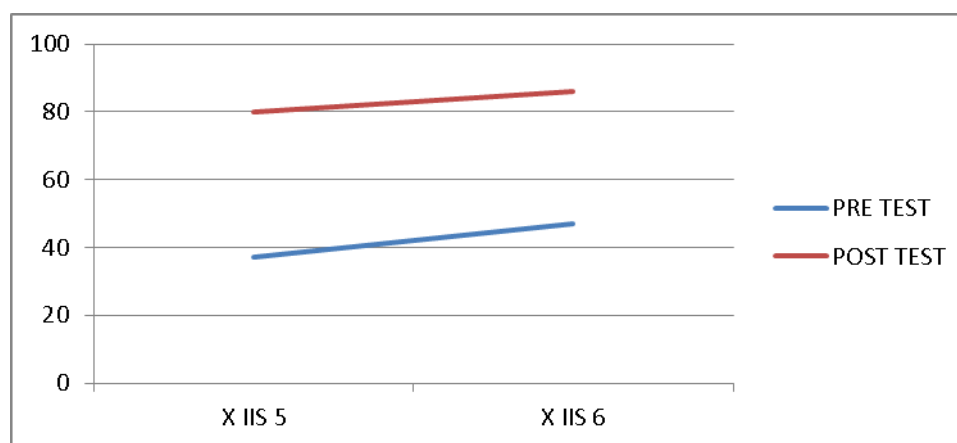
**Table 4.7 Small group test results**

After the small group test was declared valid and through the revision stage, the multimedia media "DIGNATIK" for Civics learning in high school can be continued with experimental class trials in class X Iis 5 and X Iis 6 Blitar State High School 4 with 36 students each. .

Before carrying out learning with multimedia visual media "DIGNATIK", the researcher gave a pre test question to students to find out the extent to which students understood the material before being delivered. Furthermore, after the product is tested, the researcher gives a post test question to compare student learning outcomes before and after using the visual media using adobe flash. The following are the results of the pre test and post test assessment:

Class	Average
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	<i>Pre Test</i>	<i>Post Test</i>
X Iis 5	37	80
X Iis 6	48	86



**Diagram 4.1 Average of Pre Test and Post Test Values**

Based on the results of the above data it can be obtained that the average pre test of class X IIS 5 is 37 and the post test average is 80, while the average value of the pre test of class X IIS 6 is 48 and the average post test is 86, from counted t. test. With this, it can be concluded that the "DIGNATIK" multimedia visual media is effective to be used as a learning aid.

### **Discussion**

The development of multimedia-based Civics learning media by using Adobe Flash has been carried out by researchers through several stages, including needs analysis, design, implementation, and testing. At the stage of needs analysis, researchers found problems and potential that existed in Blitar City 4 High School. The problem that was found by researchers was that students' motivation in Civics learning was still lacking. Students are still passive in the implementation of learning.

The class teacher said that in the 2018/2019 school year students' interest in Civics Education subjects was not like the interest in other subjects, thus resulting in the learning outcomes of the Semester Final Exam (UAS) of class X students were still low. In addition, many students have difficulty understanding the material because of too much material and limited learning resources. The teacher has not used multimedia-based

learning media as a teaching aid for lecture methods that have been used so far. In fact, there is a LCD Projector facility in Blitar City 4 High School which can be used by teachers in the learning process.

Based on the problems and potential above, researchers feel the need to develop multimedia-based learning media by using Adobe Flash that can overcome these problems, the first step that will be done is to develop in the learning process in order to be able to improve student achievement, the development is by establishing multimedia-based visual media in which there are text, animation, images, and sounds that will make the display of learning media more interesting, with the existence of the solution the researcher sets the media for multimedia displays "DIGNATIK" or more fully called "multimedia texts and interesting animations" for Civics learning in High school to overcome problems that occur.

In the second stage, the researcher made a product design that would be realized in multimedia-based learning media products using Adobe Flash. The design designed by the researcher determines the development of the media that is realized. The design is made in the form of interactive videos, which contain class X material about the Pancasila value in the practice of state administration.

The third stage is the implementation phase. Implementation is the embodiment of design into a media. The embodiment of the design into the media uses Adobe Flash CS 6 software, where there are several advantages to using this software, including the Flash final results are smaller after publishing, able to import almost all image and audio files.

After the product is finished in production, the researcher then performs the testing phase. Testing is the stage where product design through the validation stage by experts and small group tests are then applied to the experimental class. There are 4 experts in product validation, namely 2 material experts, 1 media expert and 1 linguist. This feasibility test by material experts, media and language is in accordance with the aspects of the feasibility of existing research media. The validator in this study was Mr. Minto Santoso., M.Pd, a lecturer from the Citizenship Education of Balitar Islamic University, and Mr. Imam Rofingi, SH as Civics subject teachers in SMA 4 Blitar City, each of whom has expertise in Citizenship Education. in this development. Media validation was conducted by Ms. Zunita Wulansari, M.Kom as Head of Information Technology at Balitar

Islamic University. Whereas for linguists carried out by Ms. Sripit Widiastuti., M.Pd as a lecturer from the FKIP of Blitar Balitar Islamic University. For the results obtained the product is declared quite valid (no need to be revised) with a percentage of evaluations of 56-75. Material validation aspects include the quality of the content of the material suitability with KI and KD, the truth of the concept and accuracy of the material, while the aspects of media validation include aspects of text suitability, format suitability, image display, color, animation and sound, and for language validation including good aspects of spelling and true and language suitability. The researcher then conducted a small group test on 6 class X students of Blitar City 4 High School students with the results of evaluating small groups of sample 1 obtained a score of 65 and evaluating small groups of samples 2 obtained a score of 66 which showed the evaluation criteria for DIGNATIC multimedia visual media development was quite valid .

Differences in learning outcomes before and after using media can be known after doing treatment in the experimental class. The treatment was carried out in the sample class or referred to as the experimental class, namely class X IIS 5 and X IIS 6, based on the results of the pre test and post test results that there was an increase in student learning outcomes with the class X IIS 5 pre test value 37 average post test 80, while the pre test value for class X IIS 6 is 48 and the average value of post test 86. In addition to experimenting students in the class, data collection also involves a questionnaire responses to determine student responses about the use of learning media developed and based on the results of the questionnaire responses that have been made can be concluded that the media multimedia display "DIGNATIK" for Civics learning in high school is good and in accordance with what is expected by students.

Based on the discussion, that using multimedia-based learning media using Adobe Flash can improve PKn learning outcomes of class X IIS 5 and X II 6 Blitar 4 Public High Schools. The use of this learning media can also make teaching more attractive to students so that it can foster motivation to learn. The teaching material has more meaning and enables students to master the teaching goals better. Theoretically, multimedia-based learning media using Adobe Flash is able to improve the quality of learning so that it can be a supporter of the theory for subsequent studies related to Civics learning.

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#### 4. CONCLUSIONS

1. The development of multimedia-based Civics learning media by using Adobe Flash has been carried out by researchers through several stages, including needs analysis, design, implementation, and testing. Furthermore, the researcher makes a product design that will be realized in the form of multimedia-based learning media products using Adobe Flash. The design is made in the form of interactive videos, which contain class X material about the Pancasila value in the practice of state administration. After making a product design, the next step to do is implementation. Implementation is the embodiment of design into a media. The embodiment of the design becomes the media using Adobe Flash CS6 software. After the product is finished in production, the researcher then performs the testing phase. Testing is the stage where product design through the validation stage by experts and small group tests with the results of evaluating small groups of samples 1 obtained a score of 65 and the assessment of small groups of samples 2 obtained a score of 66 which shows the evaluation criteria for DIGNATIC multimedia display media is quite valid, then the product is applied to the experimental class. There are several experts in product validation, namely material experts, media experts and linguists with each of the assessment criteria is quite valid.
2. Based on the experimental results in the sample class, using the value of pre test and post test there is an increase in learning outcomes of class X IIS 5 and X IIS 6 average pretest class X IIS 5 of 37 and post test 80 average value, while the pre value the test for class X IIS 6 was 48 and the average value of post test 86. Effectiveness based on the results of the pre test and post test results proved if there were differences between PKn learning outcomes before and after using multimedia-based learning media using Adobe Flash. Based on the results of the interview and the questionnaire responses given to the teacher and students, it was concluded that the media for multimedia displays "DIGNATIK" was effective in helping the learning process of Civics in High School.



## **5. SUGGESTION**

### **1. For Students**

The multimedia product "DIGNATIK" that was developed in this research can be used as a source of student learning independently at home and at school with LCD Projector and laptop facilities and infrastructure making it easier for students to learn because this video can be played repeatedly as needed.

### **2. For Teachers**

Teachers are advised to be able to utilize the development of information technology effectively in the learning process. Diverse and interesting computer programs can be realized to increase student motivation and learning achievement.

### **3. For schools**

Schools are advised to develop learning media by optimizing LCD Projector and laptop facilities.

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