

DEVELOPING LEARNING MEDIA IN THE FORM OF “VAM” BASED ON VIDEO SCRIBE TO MEASURE THE LEVEL OF STUDENT LEARNING MOTIVATION IN CIVIC EDUCATION

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Abstract

The background of this research is the results of the 1st Semester Final Exam in PPKn Subject are the lowest results. The reason, low of interest in PPKn subjects. Limited resources and too much material, while teachers have not used multimedia-based media as a learning support media, whereas schools have LCD Projector facilities that can be used for the learning process. This study aims to develop learning media, determine the feasibility of the media, and find out the differences in learning outcomes before and after using multimedia-based learning media using the Aplikasi Sparkol video Scribe on the material Harmonisasi Hak dan Kewajiban Asasi Manusia in the Pancasila Perspective of PPKn subjects in class XI of SMA 1 Kademangan. 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. The technique of collecting data using a questionnaire. Based on the results of the study it can be concluded that the implementation of the learning process can improve student learning outcomes, by looking at the results of the average value and completeness of learning of students.

Keywords: Sparkol Videoscribe, PPKn, Development, Motivasion

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Citation in APA style: Wibowo, D H, Moch. Yusuf Zen. (2022). DEVELOPING LEARNING MEDIA IN THE FORM OF “VAM” BASED ON VIDEO SCRIBE TO MEASURE THE LEVEL OF STUDENT LEARNING MOTIVATION IN CIVIC EDUCATION. *JOSAR (Journal of Students Academic Research)*, Vol. 7(1), 152-162.

Received:
January, 31st 2022

Revised:
March, 28th 2022

Published:
March, 31st 2022

DOI: <https://doi.org/10.35457/josar.v8i1.2135>

1. INTRODUCTION

Global development at this time demands the world of education to always improve the quality and quality of education, one of them is by developing learning media. Learning media are expected to help students learn actively and be motivated to participate in learning activities well. (Simak & syafei, 2012) in Ashyad arsyad's book (2014: 8) Expressing learning media that are seen as all forms of physical communication equipment in the form of hardware and software is a small part of learning technology that must be created (designed and developed), used and managed (evaluated) for learning needs with a view to achieving effectiveness and efficiency in the learning process.

Learning media are as teaching aids that also influence the climate, conditions, and learning environment that are organized and created by the teacher. The selection of one particular teaching method will influence the type of learning media that is appropriate, although there are still various other aspects that must be considered in choosing media, including learning objectives, types of tasks and responses that students are expected to master after learning takes place, and learning contexts including student characteristics Hamalik (1986) is mentioned in the book Prof. Dr. Azar Arsyad, M.A, that the use of instructional media in the teaching and learning process can generate new desires and interests, generate motivation and stimulation of learning activities, and bring psychological influences to students. The use of learning media at the learning orientation stage will greatly help the effectiveness of the learning process and the delivery of messages and content of the lesson at that time. In addition to arousing student motivation and interest, learning media can also help students improve understanding, present data in an interesting and reliable manner, facilitate data interpretation and compact information. Learning media can improve student learning because learning will attract students' attention so that it can foster learning motivation and teaching methods will be more varied so students are not easily bored in learning activities. The position of learning media in the components of the teaching method is very important because the media can support learning activities. The media is not only as a means of delivering messages that must be fully controlled by the source in the form of people or tools to clarify the material of teaching and learning activities when the teacher delivers lessons. Media can also replace some of the teacher's duties in presenting subject matter.

Motivation is the basic drive that moves a person to behave. This encouragement is in someone who moves to do something in accordance with the encouragement in him. Motivation can be said as a series of efforts to provide certain conditions, so that someone can want and want to do something, and if he does not like it, then he will try to negate or avoid feelings that do not like. Therefore, a person's actions based on a particular motivation contain a theme in accordance with the motivation that is based on it. (Dr.H. Hamzah B.Uno, M.Pd 2011: 1). Over time with the times and technology the quality of education will continue to increase. The existence of learning media in the process of learning activities will continue to develop along with the development of learning approaches, technological developments and the development of people's lifestyles (Januszewski and Molenda, 2008) in the book Prof. Dr. Azar Arsyad, MA (2014: 7). ethical studies and practices to facilitate learning and improve performance by creating, using, and managing appropriate technological processes and resources. So that the development of the era and era of globalization which is marked by the rapid product and the use of information technology learning has shifted to the effort to embody modern learning.

Today the development of science and technology is increasingly encouraging renewal efforts in the utilization of technological results in the learning process. These teachers are required to be able to use existing tools provided by the school, and do not rule out the tools available in the school that are not in accordance with the times. Therefore, one way to utilize technology results in learning is by making scribe videos in learning media in the form of "VAM" which can be used as learning media for the purpose of learning civic education.

Scribe video is a learning media for animated videos consisting of a series of images and narratives compiled into complete videos, in the scribe video there are characteristics of content that present learning by combining interesting images, sounds and designs. The content contained in this software is very diverse and can be adapted to the desired subjects so that it can be used as an interesting learning media. This software has provided various designs in the sparkol video scribe library and users can also import images, animations, graphics that suit their desired needs. This software also provides sound in the form of instrument music as a backsound in the video that will be made. In addition, users can also add their own voice by dubbing and entering sound according to their desired needs in making videos. Making scribe video videos can also be done offline so it does not depend on internet services, this will make it easier for teachers to make learning media using scribe videos. Scribe video users only need to download software and install it on their laptop or PC (personal computer).

Research conducted by Musyadat, inspiration (2015). About the development he studied scribe-based video to improve sociology subjects in class X MAN Bangil. The Integrated Social Studies program, the Department of Social knowledge education shows that it aims to determine the specifications of scribe-based video learning products, to know the effectiveness, efficiency and attractiveness of products and the impact of developing the learning outcomes of sociology subjects. This development and research is carried out using the design of the Research and Development (R & D) development model. The steps for developing the Research and Development (R & D) method are (1). Potential and problems (2). Data collection (3). Product design (4). Design validation (5) Design revision, (6). Product testing, (7). Product revision, (8). Usage trials, (9) product revisions and (10). Mass product. With the use of learning media make students more interested and enthusiastic about new things in the learning process. So that, it can facilitate students to understand the material provided. The existence of pictures, sounds, animations and videos will provide motivation to motivate students to follow the learning process.

Subjects of citizenship education are one of the subjects that not only provide material in the form of theory, but also direct students to practice "VAM" outside of citizenship education lessons. Therefore, "VAM" is needed by students as an independent and active learning material. In the development of learning technology is a discipline of its own science that is not only limited to media in the form of mere physical equipment, but studies and ethical practices in designing, developing, using, managing, and evaluating appropriate processes and sources of technology to facilitate learning and improve labor performance education, education participants, and educational organizations.

In this material analyze affects the lack of factors using student information technology, one of which is a factor in the condition of facilities. If in an educational institution providing adequate information technology facilities in learning it will be directly proportional to the use of existing information technology. The use of information technology is expected to be directed to things that support the academic process of high school / vocational school equivalent so as to increase student motivation.

Based on the results of observations and interviews with several IPS education study program students at SMAN 1 Kademangan, the information obtained by one of their problems was not very able to understand the concept of civic education subjects, because it was very less desirable and difficult and abstraction. The teacher has not used teaching materials through computer-based technology, so far the teacher still uses classically which is to sharpen the

ability to read, write, in the cognitive realm, namely a number of knowledge begins to read, write and count to complicated thinking. this ability is highly dependent on classically, social intelligence and learning opportunities available. Ordinary teachers teach only by the lecture method. Students become bored, sleepy, passive, and just take notes. So the teacher must develop material using computer technology as an effort to help the way the learning process takes place. By using learning media technology in the form of "VAM" based on video scribe can improve student learning motivation and understand the material of citizenship education subjects.

2. RESEARCH METHODS

The media development model developed by Sugiyono (2016: 407) has several systematic steps and can facilitate planning in the media work. This design model of research develops the product needs of a suitable research model to facilitate planning and media work. With stages 1) Potential and problems; 2) Data collection; 3) Product design; 4) Design validation; 5) Design revisions; 6) Product testing; 7) Revisions; 8) Final product.

In this study involved one media expert namely Computer System Technology Lecturer and Faculty of Education and one material expert Lecturer on citizenship. The field trial was carried out in two stages, namely a limited test was conducted for 20 students of class XI IPS Respondents. While the experimental class was conducted on 30 students of class XI science at the 1 kademangan Public High School, as well as mass product testing consisting of 60 students throughout class XI majoring in Social Sciences and Science at 1 Kademangan Public High School. With the research step in figure 1.

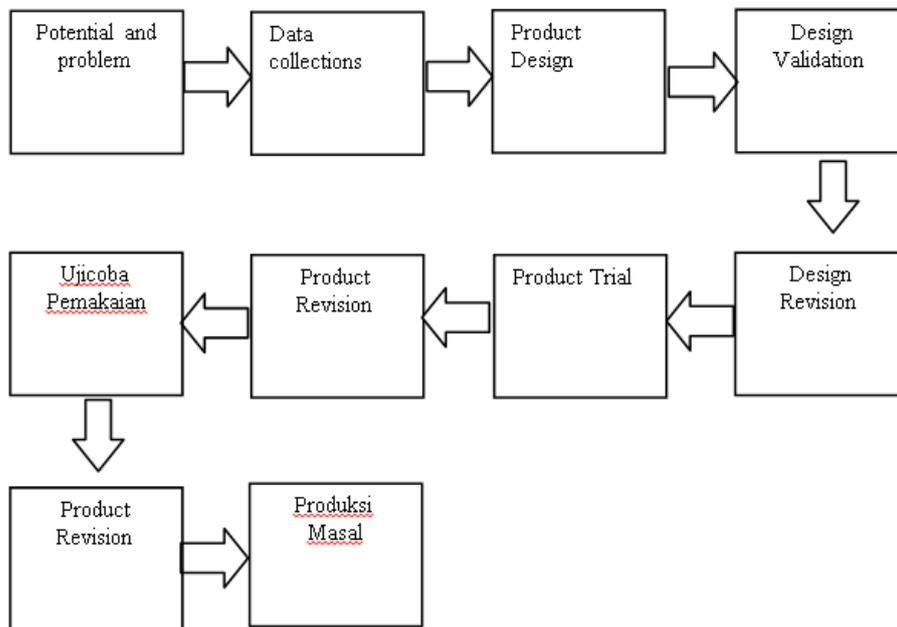


Figure 1 : langkah-langkah penggunaan metode research and development (R&D)
 (Sumber : Sugiono 2016:407)

To find out the conclusions of the analysis carried out on each item, the validation criteria are shown in the following table:

Table of Levels of Validity Criteria for Validation Data

| Analysis Percentage | Actions |
|---------------------|---|
| 85%-100% | Very valid, or can be used without revision |
| 70%-84% | valid, or can be used but needs to be revised small |
| 55%-69% | Less valid, it is recommended not to be used because it needs major revisions |
| <55% | invalid, may not be used |

(Source: Sugiyono, 2016: 134-139)

3. RESULTS AND DISCUSSION

After the media is completed at the development stage, validation is carried out by involving one media expert and one material expert. The results of the media score percentage were 74% and the material score was 90% with valid criteria described in table 2.

Table 2 Results of Expert Validation

| Trials | Total Score $\sum x$ | Total Score $\sum x1$ | Percentage $P(\%)$ | Criteria |
|-------------------------|--------------------------------|---------------------------------|------------------------------|-----------------|
| Materials | 45 | 50 | 90% | VALID |
| Media | 44 | 60 | 74% | VALID |
| 3 | 81 | 90 | 81% | |
| 4 | 85 | 90 | 94% | |
| 5 | 85 | 90 | 95% | |
| 6 | 79 | 90 | 87% | 90% Valid |
| 7 | 79 | 90 | 87% | |
| 8 | 80 | 90 | 95% | |
| 9 | 86 | 90 | 95% | |
| 10 | 77 | 90 | 86% | |
| Score $\sum x$: | | Score | | |
| 818 | | $\sum x1:900$ | | |

After the limited test is declared valid and through the product revision stage the learning media in the form of videoscribe-based "VAM" can be tested by a mass class of 50 students with a score of 91% valid criteria described in table 4.

Table 4 Bulk Test Results

| Trials Class | Total Score | Total Score | Percentage | Criteria |
|---------------------|--------------------|--------------------|-------------------|-----------------|
| | $\sum x$ | $\sum x1$ | P(%) | |
| IPS | 818 | 900 | 90% | VALID |
| IPA | 1280 | 1400 | 74% | VALID |
| Total | 2.098 | 2.300 | 91% | VALID |

After the mass test was declared valid and the product revision stage, the scribe-based learning media in the form of "VAM" to measure the level of student motivation in citizenship education as many as 60 students by getting a score of 72% valid criteria described in table 5.

Table 5 Bulk Test Results

| Trials Class | Total Score | Total Score | Criteria |
|---------------------|--------------------|--------------------|-----------------|
| | YES | NO | |
| IPS | 164 | 136 | |
| IPA | 175 | 125 | 72%VALID |
| Total | 339 | 261 | |
| Average | 56,5 | 43,5 | |

This chapter explains the purpose of the research. exposure to the data of the development product research objectives into 2 topics, including: 1. The process of designing learning media in the form of "VAM" based on video scribe. 2. Knowing the results of effective learning media in the form of "VAM" based on video scribe.

A. Analyze the process of designing instructional media in a scribe-based "VAM" form to increase student learning motivation in Citizenship Education.

The specifications for the development of multimedia-based interactive learning media products through scribe video are based on the fact that the instructional media applied by the educators in SMA Negeri 1 Kademangan do not optimally improve student learning outcomes.

With the availability of scribe video learning media, researchers want learning that can increase students' learning motivation in citizenship education. To achieve educational outcomes that have been set in the school curriculum. Then there are four procedures which include:

- a) Analysis of needs by determining the objectives of the researcher or the product being developed.
- b) The purpose of the study of special learning is to formulate the abilities or behaviors that students are expected to have after softening the product of development
- c) Developing instruments that are based on specific research objectives b by providing questionnaires for renpoden classes and experiments.
- d) Develop and choose learning media with product development results in the form of guidebooks, CD (compact disk) learning media in the form of "video VAM" based scribe to increase students' learning motivation in citizenship education.

B. Analyzing Knowing the results of the effectiveness of learning media in the form of "VAM" based on scribe video to increase student learning motivation in citizenship education.

Learning media is one of the supporting processes for achieving a learning goal in accordance with the applicable curriculum. Interactional learning media is also one of several learning media with learning systems that use computer aids, so that this media is multimedia-based.

Validation results of the validity of the development of the effectiveness and attractiveness of learning media in the form of "video-based" scribe VAM which were tested to several experts and field trials on the percentage scale based on validity level provisions and taking decisions to revise learning media used assessment qualification criteria.

The results of the field trial assessment for each component are analyzed quantitatively, which can be interpreted as follows:

1. Learning media can facilitate students in learning citizenship education subjects obtained 91%. This shows that learning media can facilitate students in learning.
2. The use of learning media can motivate students to learn in civic education can facilitate learning 23%. this shows that learning media can motivate students in learning.
3. Students easily understand the lessons in this citizenship subject to make students interested. This shows that media learning media in the form of "VAM" can motivate students to learn in citizenship education.

4. CONCLUSION

Conclusions from the results of product development and field trials on instructional media in class XI citizenship education subjects at SMA 1 kademangan can be described as follows:

1. Development of scribe-based learning media in the form of "VAM" to improve student learning motivation in citizenship education has fulfilled a good component and can be developed according to the applicable curriculum. The specifications of this product have been equipped with learning objectives such as content, music, animated images to add interesting learning material. Therefore, from the results of this development, it can contribute positive thoughts about how to improve student learning outcomes in subjects of citizenship education.
2. Scribe-based video learning media on education subjects in class XI citizenship can increase the motivation of students learning outcomes in citizenship education.

5. SUGGESTION .

1. Suggestion of utilization for users, preferably in the development of scribe-based learning media in the form of "VAM", users provide more stimulus to this media, because this development has gone through several stages of testing but there are still many shortcomings.
2. Further media development needs to be revised to add interesting animations in the form of test images, and to be able to provide interesting levels of interesting animated videos (VAM) that are more interested in increasing students' learning.

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