



UTILIZATION OF MEDIA BASED LEARNING ANDROID IN ICT BASED LEARNING SUBJECT

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Article history:	Abstract:
<p>Received: 30th August 2021 Accepted: 30th September 2021 Published: 3th November 2021</p>	<p>This study aims to determine the use of Android-based learning media in ICT-Based Learning subjects at the University of Dehasen Bengkulu. Learning media for Computer Education students 33% already know visual media, 90% of making learning media can't make learning media even though it's simple visuals, 90% know the function of visual media, 90% don't know how to describe visual media concepts and in terms of using media 56% of visuals can use visual media. In the ICT-Based Learning course using Android-based media that will be used, the use of this media will greatly assist students in understanding ICT-Based Learning more easily and quickly. Maximum utilization of learning media will further help students in terms of improving learning outcomes and student understanding in terms of material related to courses</p>

Keywords: Learning Media, Andoroid, ICT-based Learning

INTRODUCTION

Education is a basic effort so that humans can develop their potential through learning. Education is basically a conscious effort to grow human potential by encouraging and facilitating their learning activities. One of the educational institutions that facilitate learning activities is a school. School is an educational institution that organizes teaching and learning activities and receives and gives lessons according to actions, majors, and so on.

RI Law Number 20 of 2003 concerning the Education System National Chapter I Article 1 states that education is a conscious effort and planned to create a learning atmosphere and learning process so that students actively develop their potential. With In developing this potential, students are expected to have the strength religious spirituality, self-control, personality, intelligence, noble character, as well as the skills needed by himself, society, nation and state. Thus, education has a strategic function in efforts to human resource development.

A lecturer must be creative in choosing learning methods and media according to the circumstances at hand, be it if the lack of facilities and infrastructure are inadequate or damaged, or even in an environment that is not conducive, for that the teacher must be good at choosing what learning media to use. used so that the material conveyed can be easily understood and studied by students. In the current covid-19 pandemic season, one example is where a teacher or lecturer must choose learning media that students can understand both inside and outside school or campus.

Based on the results of initial observations conducted at the University of Bengkulu Dehasen on ICT-based learning subjects, students are ready to use learning media using Android, because Android plays an important role in the learning process because students are able to search for material and knowledge widely through Android. very impact on student learning outcomes themselves.

This Android-based learning media has been implemented well, although there are still many obstacles faced by students, one of which is limited internet access, internet quota and learning books.

Using Android-based learning media using the kinemaster application in this media and technology development learning material, is expected to be able to improve student learning outcomes based on an understanding of the material delivered through Android-based learning media.

Based on the description above, the author took the initiative to raise the title of this research about "Implementation of Android-Based Learning Media in ICT-Based Learning Subjects". The aim of this research is to find out the use of Android-based learning media in ICT-Based Learning subjects at the University of Dehasen Bengkulu.

Based on Regulation Of The Minister Of Education And Culture Of The Republic Indonesia Number 119 Of 2014 Chapter IV Article 8 C concerning making learning media a better learning resource dominant than educators.

Learning media are teaching aids to convey material so that the message is more easily understood by students so that students are able to understand the material given well, this is in accordance with the theory of Selviani, Diah

dkk 2018, Umar in Joko Koswanto and Ferri Radiansah: 2018, and also in accordance with the theory of DRS. Daryanto: 2016 and Nunu Mahnun's theory in Talizaro Tafonao: 2018.

Android is one of the media used by everyone in which there are several applications that are used partly to facilitate a job or make it easier for everyone to do something important, this is in accordance with the theory of Satyaputra, et al, in Joko Kuswanto and Ferri Radiansah: 2018, according to also with the theory of Anggraeni et al, in Irnin Agustina Dwi Astuti et al 2018.

ICT is a program or tool that can be used both in learning and in general, one of which can search for data, process data and obtain information from various sources, this is in accordance with the theory in Budiana et al: 2015, according to Darimi, in Febrialismanto: 2020, According to Andriani in Wawan Krismanto: 2018.

The kinemaster application is a very professional video editor on Android, this application can compose various applications and also text that is equipped with the right video cutter. The kinemaster application on Android also provides various interesting features that can be used in the process of finding videos properly.

METHOD

The research method carried out in the field uses descriptive qualitative research methods. Researchers directly examined the implementation of Android-based learning media which was carried out on student learning outcomes of the Dehasen Bengkulu University computer education study program in ICT-based learning subjects, by conducting observations, interviews and documentation to obtain actual data.

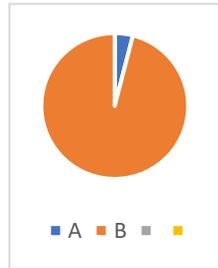
The data in this study contains information and facts obtained from observing student activities while doing classroom learning on ICT-based learning subjects and field assessments that can be analyzed, the data collected in this study is data that is in accordance with the results of the study. Data collection techniques and research instruments with observation, interviews, documentation.

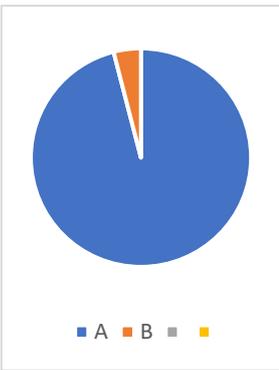
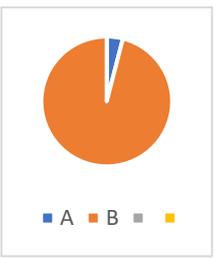
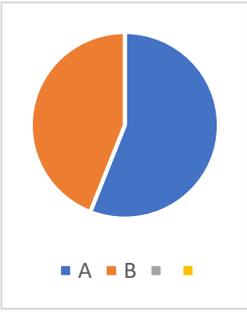
The data analysis techniques carried out by researchers are as follows: Data Reduction, Data Presentation, Drawing Conclusions. So that this qualitative research data can be accounted for as scientific research, and it is necessary to test the validity of the data. The validity test of the data carried out is the Tringulation technique.

RESULTS AND DISCUSSION

RESULT

The results of the research from the use of Android-based learning media in ICT-Based Learning subjects applied to Computer Education Students at Dehasen Bengkulu University who have prepared research instruments that have answered questions from research instruments, there are student respondents' answers who have answers that are close to the same because it looks from the results of the analysis of the items below:

Question 1	Number of Answers	Formula	Information	Description in the form of a diagram
What do you already know about visual media? a. Already b. not yet	answer A = 10 answer B = 20	Formula: $\frac{A}{A+B} \times 100\%$ A = $\frac{10}{30} \times 100\% = 33\%$ B = $\frac{20}{30} \times 100\% = 66\%$	Based on the overall respondent data in item 1, it shows that the number of answers that choose A is one, which is 33% and those who choose answer B with a total of 66% means that most of the respondents do not have the work of knowing visual media.	
2. Can you make simple visual media? a. No b. Yes	Answer A = 27 Answer B = 3	Formula : $\frac{A}{A+B} \times 100\%$ A = $\frac{27}{30} \times 100\% = 90\%$ B = $\frac{3}{30} \times 100\% = 10\%$	Based on the percentage of answers to item number 2, 90% of A's answers and 10% of B's answers, this means that most students have problems in making visual learning media (Android based).	

<p>3. Do you know the function of visual media? a. Know b. Do not know</p>	<p>Answer A = 27 Answer B = 3</p>	<p>Formula : $\frac{A}{A+B} \times 100\%$ A = $\frac{27}{30} \times 100\%$ = 90% B = $\frac{3}{30} \times 100\%$ = 10%</p>	<p>Based on the percentage of answers to item 3, 90% of A's answers and 10% of B's answers mean that most of the students know the function of visual media.</p>	
<p>4. Can you describe the basic concepts of visual media? a. No b. Can</p>	<p>Answer A = 27 Answer B = 3</p>	<p>Rumus : $\frac{A}{A+B} \times 100\%$ A = $\frac{27}{30} \times 100\%$ = 90% B = $\frac{3}{30} \times 100\%$ = 10%</p>	<p>Based on the percentage of answers to item number 4, 90% of A's answers and 10% of B's answers, this means that most students cannot describe the basic concepts of visual media (Android based).</p>	
<p>5. Can you use Visual media? a. Can b. No a.</p>	<p>Answer A = 17 Answer B = 13</p>	<p>Formula: : $\frac{A}{A+B} \times 100\%$ A = $\frac{14}{25} \times 100\%$ = 56% B = $\frac{11}{25} \times 100\%$ = 44%</p>	<p>Based on the percentage of answers to item 5, it was found that answer A was 56% and answer B was 44%, meaning that most of the students were able to use visual media.</p>	

DISCUSSION

Utilization of Android-Based Learning Media in Tik-Based Learning Subjects, in this case to find out and analyze the learning media based on the research results obtained, most of the respondents were unable to make learning media. Judging from the responses from respondents in this case Computer Education students, this is because the backgrounds of Computer Education students are not all SMK graduates, but they are on average high school graduates who also live in rural areas that are still untouched by the technology commonly used at this time. However, this problem is a challenge for them to be more accustomed to using visual media in particular.

In the ICT-Based Learning subjects using Android-based media that will be used, the use of this media will greatly assist students in understanding ICT-Based Learning more easily and quickly. Maximum utilization of learning media will be more helpful for students in terms of improving learning outcomes and student understanding in terms of material related to courses.

CONCLUSION

Based on the respondent's data that has been analyzed, it is known that most of the respondents have the biggest obstacles from themselves and from outside themselves. Learning media for Computer Education students 33% already know visual media, 90% of making learning media can't make learning media even though it's simple visuals, 90% know the function of visual media, 90% don't know how to describe visual media concepts and in terms of using media 56% of visuals can use visual media.

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